2023-10-12

Components

Hero boards

7

Hero miniatures

Drenosh Jonai Lunara Matajam Nalam Torrax Venia Zuva'Sai

Stamina chips

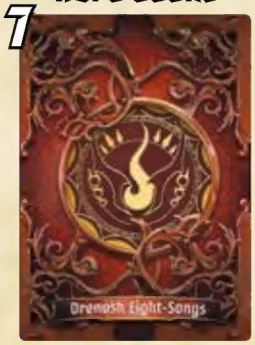
57

Action boards

7

Hero books

7



Stickers

60

Reputation

5

Lock

100

Progress

Action tokens

105

15 per Hero

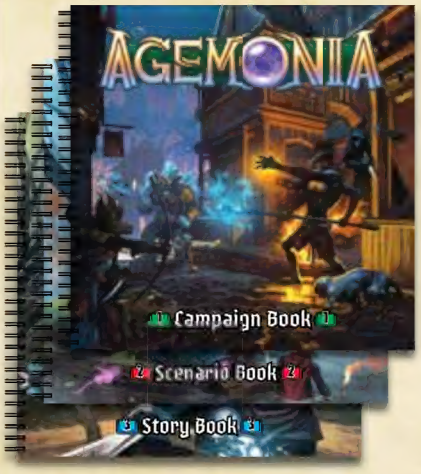
Vitality disks

35

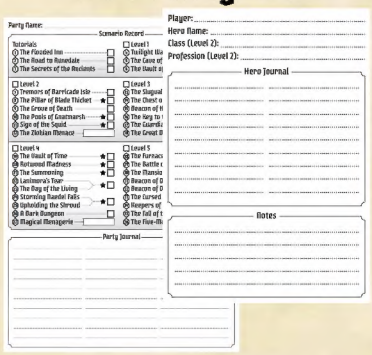
Hero tokens

21

Spiralbound books



Hero & Party sheets



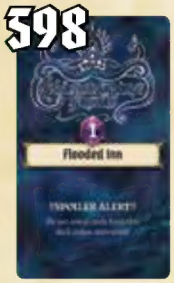
Big scenario maps & Game map

6

Tarot sized cards

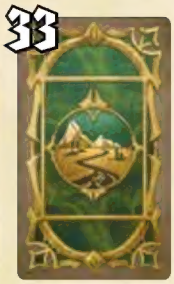
Note: Do not read or reorder any cards unless instructed to do so.

598



Story (39 decks)

33



Scenario

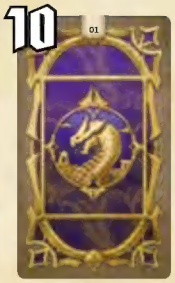
32

City Event

32

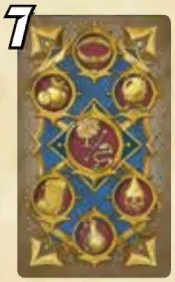
World Event

10



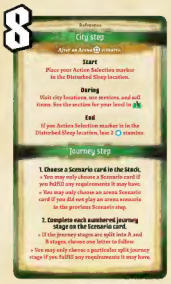
Artifact

7



Profession

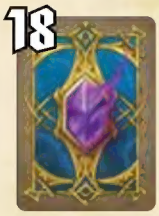
8



Reference

Standard sized cards

18



Initiative (p. 56)

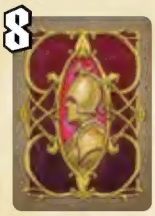
14

Class

7

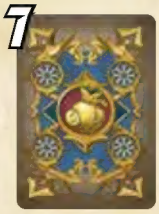
Ally

8



Henchmen

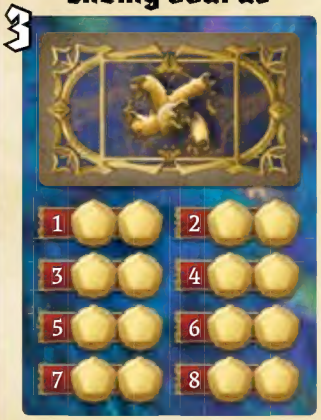
7



Master Talent

Enemy boards

3



Dice

5

Action

3

Reaction

12 5

Red & Black Counter

Small sized cards

40

Condition

14

Injury

6

Trap

20

Fate

208

Item

Components

Ally & Enemy standees

Boss standees

Various tokens and markers

Item tokens (p. 53)

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Campaign Rules

Overview

Once you have completed the 3 tutorial scenarios the full Agemonia campaign begins. The campaign is played over a number of campaign rounds. During each campaign round you will visit various locations in Runedale and then journey to and play your next chosen scenario.

Rule Book, Scenario Rules, and Component Rules

If there is a conflict between rules in this rule book and the rules in a scenario, the rules in the scenario take precedence. If there is a conflict between rules in this rule book or in a scenario and the rules on a Story card, the rules on the Story card take precedence.

Card Deck Shuffling

Some decks of cards in this game should not be shuffled. Only shuffle a deck of cards if you have been told to do so.

Failing Forward

Most (but not all) scenarios use a Fail Forward system, meaning the scenario is completed even if you fail it, so your campaign will still progress. Of course, the rewards for succeeding are better than for failing, and failing may lead to certain unfortunate consequences. Some scenarios have a Fail outcome. In this case you will usually replay the scenario if you fail.

The Agemonia Companion App

The Agemonia Companion App helps you keep track of many aspects of your campaign as well as containing voice overs and background sounds, immersing you even deeper in the world of Agemonia.

Use of the Companion App is optional; you do not need it in order to be able to play, and you may use it for some parts of its functionality, but not others.

The Companion App provides:

- An introduction and audiobook for each Hero
- An interactive map of Runedale detailing all locations and scenarios in the city
- An interactive map of the world of Agemonia detailing all scenarios and special locations outside of Runedale
- Tracking of your party level and available scenarios
- Tracking of your reputation with the 10 factions of Agemonia
- Tracking of keywords in your Party Journal
- Individual tracking for multiple Agemonia campaigns

Go to:
agemonia.com/app/

And for each scenario:

- Voice acted journeys, introductions, and outcomes
- Atmospheric soundscapes
- Tracking of Enemy Health and Conditions
- Recording of scenario outcomes and achievements attained

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The Stock and the Archive

The Stock contains various cards and tokens that your Heroes have knowledge of. These are placed in the Stock tray.

The Stock consists of:

- The Item cards and Item tokens that are available to buy, if you can find the right seller.
- The Scenario cards you have gained.
- The Henchmen cards that are available to be hired (from Level 2 onwards).
- The Artifact cards that are available to buy (from Level 3 onwards)

The Archive contains various cards and tokens that are currently unknown to your Heroes. These are placed in the Archive tray.

If an item in the Archive becomes available to buy, move all copies of it to the Stock.

You may look at the contents of the Stock at any time, however you may not look at the contents of the Archive unless instructed to do so.

Recording and Storing Your Campaign

To keep a record of your campaign, use a Party sheet and one Hero sheet for each Hero. If you are using the Companion App, you may use that instead of your Party sheet.

The Party sheet has space for:

- The name of your party (optional)
- A record of the outcomes of the scenarios you have played and the level you have achieved
- A Party Journal for recording keywords

Each Hero sheet has space for

- The player's name
- The Hero's name
- The Hero's Class (chosen when they reach level 2)
- The Hero's profession (optional after they reach level 2)
- A Hero Journal for recording keywords
- Other notes you wish to make

As you are playing you record:

- Keywords added to your Party and Hero Journals
- Professions and Talents learned (from Level 2 onwards)
- Artifact card progress (from Level 3 onwards)

At the end of each scenario you record:

- The outcome of the scenario. For example, if the outcome was "Outcome: Scenario Success 2", write "S2". If the scenario is an Arena scenario, write your best score in the space provided.

If you are using the Companion App you may also record:

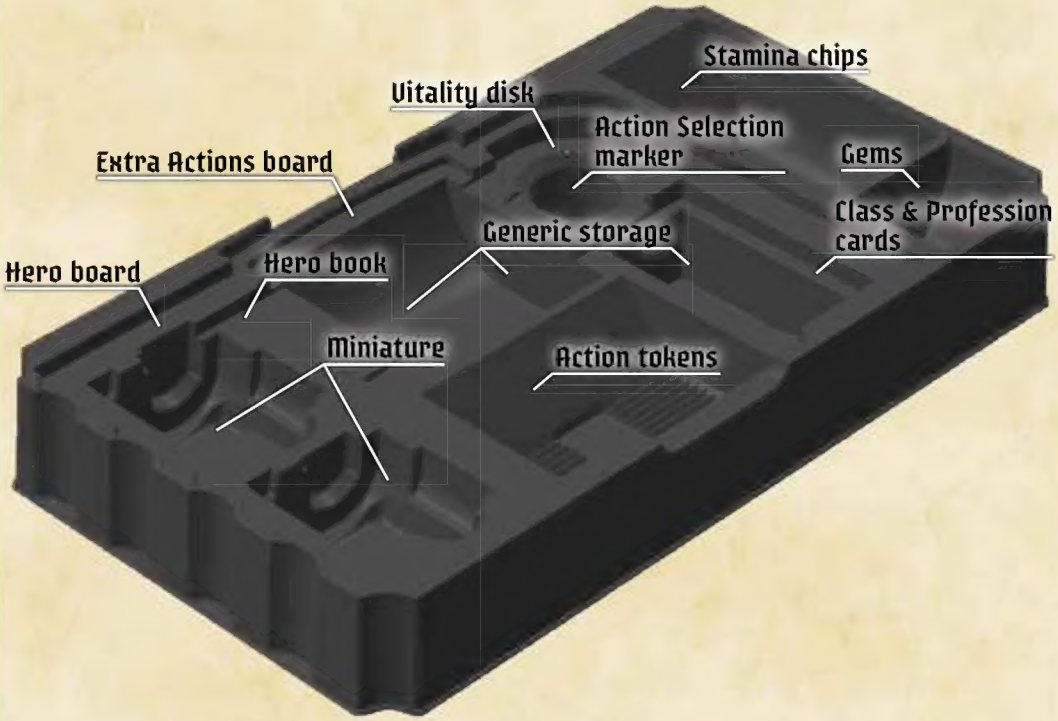
- Any group or individual achievements attained during the scenario

In addition, if you have now gained enough experience points to gain a level (see Experience Points and Gaining a Level on p. 26), record your new level on your Party sheet by ticking the tickbox to the left of that level.

At the end of each games session you store:

- Your Hero in your Hero board (Action tokens, items, Stars, Profession card, Artifact cards, and any Story cards you have been told to keep)
- Items in the Store
- Items in the Archive

Hero trays
The diagram below shows you how to store your Hero between play sessions.



Journals and Keywords

Keywords are written in your Party and Hero Journals to record your progress through the various plots and storylines of the Agemonia campaign.
You will often be instructed to cross a keyword out. If a keyword in a journal is crossed out, it no longer counts as being in that journal.
If you are instructed to write a keyword in a journal and the keyword is already in that journal, do not write that keyword in again.

Adding Tally Marks
When you are instructed to add a tally mark after a keyword in a journal, draw a single vertical line after the keyword. There may be multiple tally marks after the same keyword. If the keyword is not written in the journal, write it in and add the first tally mark.

Faction Tracks

The side of the map showing the City map also shows ten Faction tracks, one for each of the major factions in Agemonia. The ten Faction tracks are arranged in five pairs of rival factions. For example, House Gramask and House Pennark are rival factions. As you progress through your campaign you will gain reputation with one or more of these ten factions.

Gaining Reputation with a Faction
Each time you gain a reputation with a faction, you may add a Reputation sticker to the leftmost empty space of the corresponding Faction track.
Whenever you place the 3rd, 5th, or 8th Reputation sticker on a Faction track during the City step, read the Story book entry shown on the space where the sticker is being added.
If you place a 3rd, 5th, or 8th Reputation sticker on a Faction track during the Journey or Scenario step, read the appropriate Story book entry at the start of the next City step.

Additionally, placing a 5th Reputation sticker on the same Faction track has two further effects:
- » You gain the permanent benefit shown below the Faction track.
- » You must place a Lock sticker on the leftmost empty space of the corresponding rival Faction track. You may no longer place Reputation stickers on that Faction track.

The Story Book

The Story Book symbol followed by an entry number directs to read that entry in the Story Book. If there are requirements shown, only read the Story Book entry if you meet those requirements.

- » See the Story Book for more information on how to read and follow Story Book entries.

Example: *You gain a reputation with House Gramask. You may choose not to place a Reputation sticker on the House Gramask Reputation track, but you decide you will do.*
This is the 5th Reputation sticker you have placed on the House Gramask Reputation track. You read 447 and then place a Lock sticker on the House Pennark Reputation track (the rival Reputation track).
You may no longer place Reputation stickers on the House Pennark Reputation track.
You now get the permanent benefit Helpful Assistant.

Note: Placing a Reputation sticker is always optional when you gain a reputation with a faction.

If you have "Letter of Recommendation" in your Party Journal » 195

Example: *If your Heroes visit the Agura Anvil and you have "Letter of Recommendation" in your Party Journal, you read Story Book entry 195. If you do not have "Letter of Recommendation" in your Party Journal, you do not read that entry.*

City and World Event Cards

There are 2 types of Event card in Agemonia: City Event cards and World Event cards. A City Event card is resolved during most City steps. When your Heroes journey to a scenario outside of Runedale, you may be instructed to resolve one or more World Event cards.

Allies: Heroes and Non-Hero Allies

An Ally is either a Hero (the character you are playing) or a Non-Hero Ally (a Henchman, Summoned Ally, or scenario specific Ally).

Non-Hero Allies are limited in the activities they may perform compared to Heroes: most active ability checks may only be performed by a Hero and only Heroes may interact with optional sections on Story cards, carry and use items and Stars, and have Achievement gems and Inspiration gems.

Controlling Allies

Most Allies have a designated player that controls that Ally. For a Hero or an Ally summoned by a Hero, it is the player playing that Hero. You may choose any method you like to control a Henchman, an Ally summoned by several Heroes, or a scenario specific Ally, but that method should be clearly known by all players.

Stamina and Health

Stamina chips are used to represent a Hero's stamina (the number of unspent Stamina chips) and health (the number of Stamina chips that are stamina (blue) side up, spent or unspent). Non-Hero Allies and Enemies have health, represented by one or more red Counter dice, but do not have stamina.

Spending Stamina

You spend an amount of stamina by removing an equal number of Stamina chips from your Vitality disk and placing them, stamina (blue) side up, above your Hero board. You may not spend an amount of stamina if you do not have enough Stamina chips remaining on your Vitality disk.

Losing Stamina

You lose an amount of stamina by removing an equal number of Stamina chips from your Vitality disk and placing them, stamina (blue) side up, above your Hero board. These Stamina chips count as spent stamina and may be restored in the same way. If you do not have enough Stamina chips remaining on your Hero board, the remainder of the stamina loss is treated as an equal amount of damage.

Non-Hero Allies and Enemies treat all stamina loss as an equal amount of damage.

Restoring Stamina

Certain effects will allow you to restore stamina. To restore an amount of stamina, move an equal number of spent Stamina chips back onto your Vitality disk, stamina (blue) side up. If you are attempting to restore more stamina than you have spent, simply restore as many as you are able.

Non-Hero Allies and Enemies ignore effects that restore stamina.

Damage

Whenever your Hero takes an amount of damage, remove that number of Stamina chips from your Vitality disk and flip them over to their wound (red) side, placing them to the right of your Hero board. If there are no Stamina chips left on your Vitality disk, any remaining damage is taken by flipping over spent Stamina chips to their wound side, placing them to the right of your Hero board. If you do not have enough spent Stamina chips to do so, your Hero becomes wounded (see Becoming Wounded on p. 22).

When a Non-Hero Ally or Enemy suffers damage, reduce its health by the amount of damage suffered. If a Non-Hero Ally is reduced to 0 health, they are exhausted (see Exhausted on p. 22). If an Enemy is reduced to 0 health, they are defeated (see Defeated on p. 28).

Healing Damage

Whenever your Hero is healed, flip an equal number of Stamina chips showing their wound (red) side, back to their Stamina (blue) side, and place them on your Vitality disk.

Whenever a Non-Hero Ally or Enemy is healed, increase the value on their Health Counter die by the amount being healed.

In all cases, if you are attempting to heal more damage than the Ally or Enemy has taken, simply heal as much as you are able.

Achievement Gems

Your Hero may discard an Achievement gem for one of the following benefits:

During a scenario:

- **+1** : Gain 1 extra movement point during a move maneuver or rethink action.
- **+1 Recover:** Restore 1 extra stamina or heal 1 extra damage during a recover maneuver or rethink action.
- **+1 Attack** : Gain 1 extra success when performing an attack.

At any time:

- **+1 Ability Check** / : Gain 1 extra success when performing an active or reactive ability check.

You may only discard one Achievement gem during each maneuver or action (for +1 move or +1 recover), attack (for +1 attack success) or ability check (for +1 ability check success).

You may discard the Achievement gem at any point during the maneuver, action, or roll, including after you have spent your last movement point, or after you have rolled all of your dice. Each Hero may have ***up to 15 Achievement gems*** at a time. You may not give Achievement gems to other Heroes.

Inspiration Gems

When your Hero reaches level 4, each time they successfully complete a non-Arena level 4 or level 5 scenario, as well as at various other times during the game, your Hero may gain an Inspiration gem . Each Hero may have ***up to 5 Inspiration gems*** at a time. If your Hero would gain a sixth Inspiration gem, gain an Achievement gem instead.

An Inspiration gem may be discarded to roll ***2 more*** on any attack or active ability check, or ***2 more*** on any reactive ability check. You must decide to discard the Inspiration gem before rolling any dice. You may only discard one Inspiration gem before each such roll.

In addition, at level 4 your Hero gains actions that cost an Inspiration gem to perform. You may not perform the action if you do not have an Inspiration gem. You may still perform the rethink action instead.

Ability Checks

An ability check may be either active or reactive. Active ability checks are used when an Ally is actively trying to achieve a task or resist certain effects. Reactive ability checks are used when an Ally is trying to react to something, such as resisting damage from an Enemy attack.

Active Ability Checks

An active ability check is signified by a number in a red box preceded by one of the 3 ability symbols. An active ability check is performed by rolling a number of dice equal to your Ally's level in the given ability. The ability symbol displayed in the check determines the ability being used, and corresponds to one of the 3 abilities your Ally has.

These 3 abilities, and the level your Ally has in each, are shown at the bottom of your Hero board or Ally card. Some active ability checks may allow you to choose between 2 or more abilities. In this case, the ability symbols are separated by a '|'.

Before you roll the dice, you must decide which optional effect(s) you are using (such as discarding an item to fulfill the requirements of a modifier, or using a once per scenario effect).

Each Ally has 3 abilities:

Might | Agility | Will

To calculate the number of successes achieved, add together:

» The number of successes you roll.
» Any modifiers shown in the check that you fulfill the requirements of.

The active ability check is successful if you achieve a total number of successes equal to or higher than the number specified by the check, shown in a red box.

Action dice

There are various symbols on an Action die:

1 success — 2 successes

1 success, and 1 extra roll

While playing a scenario, a Hero may spend 1 or 2 stamina to get an equal number of successes. At all other times, this counts as 2 successes for a Hero, shown as +2.
For a Non-Hero Ally, this always counts as 0 successes.
You may roll any extra rolls before deciding how much stamina you wish to spend.

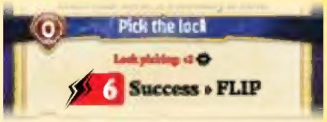
Each extra roll allows you to roll an extra Action die and add its result to your total. If this roll gets you another extra roll then roll another Action die, and so on.

Ability Check Modifiers

Modifiers may be shown in an ability check. If you fulfill the requirements of one or more modifiers, add those modifiers to the number of successes you roll. The types of requirement and when they are fulfilled are:

» Hero Name: If you are playing the Hero shown.
» Class: If your Hero is the Class shown.
» Profession: If your Hero has the Profession shown.
» Talent: If your Hero has a Talent of that name.
» Keyword: If the Keyword shown is in your Hero or Party Journal. Keywords are shown in quotation marks.
» Item card or token: If your Hero is carrying 1 or more of the item shown. During a scenario, if the Item card has a hand symbol on it, the item must be an active item for you to fulfil this requirement.
» Item card or token: If your Hero discards the Item card or token shown before they roll the dice.
» Item card phrase: If an Item card you are carrying has a matching phrase on it.

Sometimes other modifiers may be shown. In this case the modifier will be explained in the check. Note that occasionally a modifier may be negative.



***Example:** You get a modifier of +2 to this active agility check if you have Lock picking. You may get this from either having the Burglary Talent from the Streetwise profession, or from having Item card 001 "Thieves' Tools" as an active item.*

Active Ability Checks with a ?

Some active ability checks show a ? instead of specifying a number of successes. This is because either:

» It is a group ability check (see p. 8).
» The check has more than two different outcomes.
» The precise number of successes required is meant to be unknown.

Each Ally has 3 abilities:

Might | Agility | Will

Example: 3
The Ally will suffer 3 damage reduced by the number of they roll on a reactive might check.

Item card example:

Item token example:

Reactive Ability Checks

A reactive ability check is signified by a number in a blue box followed by one of the 3 ability symbols.

Some reactive ability checks allow you to choose between two or more abilities. In this case, the ability symbols are separated by a '|'.

Reactive ability checks are performed by rolling a number of Reaction (blue) dice equal to your Ally's level in the given ability.

Reaction dice

There are various symbols on a Reaction die:

0 successes | 1 success | 2 successes

May be used to activate an effect your Ally has.
If your Ally has no such effects, it counts as 0 successes.

Reactive Ability Check to Reduce Damage

The most common use of a reactive ability check is to reduce damage. These checks show the damage symbol before the check. For each you roll, the damage is reduced by 1.

Items

During the game your Hero will gain items in the form of Item cards and Item tokens. See p. 41 for an explanation of the various item effects.

Gaining Item Cards

When your Hero gains an Item card, you will be told the number and name of that Item card. Find the relevant Item card using the number, but be careful not to see the front of any other Item cards. There are multiple copies of some Item cards. Look for the Item card in the Stock first and then the Archive.

If it is not in the Stock or the Archive (because all copies of it are already in use), instead gain an amount of Star equal to the sale price of the Item card.

Gaining Item Tokens

When your Hero gains an Item token, you will be told the name and shown an image of the Item token. Look for the Item token in the Stock first and then the Archive.

If it is not in the Stock or the Archive (because all copies of it are already in use), instead gain an amount of Star equal to the sale price of the Item token.

Use the same approach if you are instructed to place an unavailable Item token on a Story card; place an amount of Star equal to the sale price of the Item token on the Story card instead.

Taking from the Stock

You may sometimes be told to take an item from the Stock. In this case, if the item is not in the Stock you may not take it from the Archive and may not gain Star equal to its sale price instead.

Stars

Stars are the currency used in Agemonia and are represented by the symbol. Only the total value you have matters, so feel free to exchange coins for others of the same total value whenever you like.

Campaign Steps

When playing the Agemonia Campaign, repeat the following 3 campaign steps:

1. City Step **2. Journey Step** **3. Scenario Step**

Rules for City and Journey Steps

The following rules apply during the City and Journey steps.

Stamina Loss, Damage, and Conditions
Stamina lost, damage taken, and conditions gained during the City and Journey steps carry over into the Scenario step. Conditions have no effect during the City and Journey steps.

Using Discard Items
An item that is discarded when used may be used to restore spent stamina, heal damage, and remove conditions during the City and Journey steps. Any requirement to spend a maneuver when using one of these items is ignored. For items that have a ranged effect, any one Hero may be assumed to be within that range. For items that have an area effect, any number of Heroes may be included in that area.

Group Ability Checks
Group ability checks require several Heroes (usual all Heroes) to roll an active ability check. You may collectively decide on the order each Hero makes their check. If you cannot decide, perform the checks in order of Taunt value, highest to lowest.

Before each Hero performs their active ability check, they must decide which optional effect(s) they are using during the check (such as discarding an item).

All Heroes roll their active ability check before each decides whether to spend an Achievement gem. Note that as group ability checks are only used outside of a scenario, they all show +2, so deciding whether to spend stamina is not necessary.

The number of successes achieved by each Hero are added together before being compared to a specified number.

Allocating Items and Star
Each item and coin your Heroes own must be allocated to a Hero during the City and Journey steps. Your Hero may exchange items and coins with other Heroes at any time during these steps. Your Hero may discard items at any time during these steps, placing the discarded items in the Stock.

Ignore encumbrance limits during the City and Journey steps.

1. City Step

Setup

Place the map in the center of your playing area, Runedale map side up.

Each player:

1. Place your Hero tray in front of you.
2. Remove your Hero board from your Hero tray and place it in front of you.
3. Place your Action Selection marker in the Disturbed Sleep location on the Runedale map:
4. Take your Hero's Vitality disk for their current level (showing your Hero's name followed by their level) and place it in the top right corner of your Hero board, stamina (blue) side up.
5. On your Vitality disk is a number. Take that number of Stamina chips and stack them on top of your Vitality disk, stamina (blue) side up.:

Disturbed Sleep location

Overview

At the start of each City step:

» If your Heroes have gained enough experience points, they gain a level (see Experience Points and Gaining a Level on p. 26).

» If, since your last City step, your Heroes have gained enough reputation with a faction to gain a new Rank, read the appropriate Story book entry shown on the Faction track.

During the City step:

» Heroes may visit locations, use services, and sell items.

» The top card of the City Event deck is revealed and resolved.

» Once the City Event card has been resolved, each Hero may spend their City Activity points.

The City Step After an Arena Scenario

From level 2 onwards you will be able to play one or more arena scenarios. These arena scenarios do not form part of the storyline of the Agemonia campaign, they are optional extra scenarios. As such, do not reveal a City Event card or spend any City Activity points in the next City step after playing an arena scenario. You may not play an arena scenario if you played an arena scenario during the previous Scenario step. The conclusion of each arena scenario includes a reminder of these rules.

Example: *Zuva'Sai loses 1 stamina, takes 2 damage, and gains the Cursed condition during a particularly unlucky City step. The will have no effect during the City and Journey steps. He discards a Star Lotus token to heal 2 damage. He will start the scenario with 1 spent stamina and .*

+2
If the total number of successes is 8 or more (2 Heroes), 13 or more (3 Heroes), or 17 or more (4 Heroes) » 361
Otherwise » 076

Example: *In a game with 2 Heroes, Torrax and Venia must attempt a group agility check that requires 8 to succeed.*

They decide that Torrax will roll first and he rolls : 2.

Venia then rolls , , , giving her 4, as the counts as 2.

Together they have 6, not enough. However, they may each decide to spend an Achievement gem. They both decide they will, bringing their total to 8. The check has succeeded and they turn to 361.

Exception: Item cards with [Quest] on them may not be discarded.

The Reference cards show a summary of the City, Journey, and Scenario steps.

Locations and Services

There are various locations in the city that your Heroes may visit, and various services at these locations that your Heroes may use. Your Heroes may visit any location and its services any number of times during each City step, and in any order unless instructed otherwise.

The locations and services available to your Heroes are detailed in the Campaign Book. Heroes may visit any location in the section of the Campaign Book (Level 1, Level2, etc) that is equal to their current level. Each time your Heroes gain a level, new locations and services become available, and some may disappear.

Services allow your Heroes to buy items, rent a room, obtain boons, find new scenarios, or possibly gain other benefits.

Example: Your Hero visits The Agura Anvil to use the weapon shop service, and decides to purchase a sword. They spend 12 and take a Sword Item card from the Stock.

5 • Item card 010 "Dagger"
6 • Item card 015 "Bow"
12 • Item card 009 "Sword"

Buying Items

Some services offer items your Heroes may buy. Your Hero buys an item by spending Star equal to the cost shown, and taking the item from the Stock. If you have the opportunity to buy an item, all copies of the item in the Archive should be immediately added to the Stock.

Renting a Room

If your Hero finds a place to sleep, place your Action Selection marker on the corresponding location on the city map.

If your Hero does not find a place to sleep, they lose 2 stamina at the end of the City step.

Example: Your Hero may visit the Temple of the Fifth Eye in order to use the Heal Injury boon. This boon allows you to spend a City Activity point or 3 to discard 1 Injury card from your Hero.

Boons

Some services offer unusual or unique boons.

Finding New Scenarios

Your Heroes may find a new scenario at a location. If they do, gain the Scenario card and add it to the Stock. See "Journey Step" on p. 11 for more information on Scenario cards.

Learning a Profession

Once your Hero is level 2 they may learn a profession. Each profession may only be learned by one Hero, and each Hero may only learn one profession.

To learn a profession, visit the relevant service and pay the cost shown. Take the Profession card. For more information, see "Professions" on p. 39.

Stashing Items and Stars

You may find places where items may be stashed. This is useful for hiding illegal items from the authorities or keeping your belongings safe from thieves and other unfortunate events. See "Illegal Items" on p. 10. You may not stash Quest items.

Instead of stashing an item you may stash up to 10 .

Stashed items and Stars do not count as being carried by your Hero. You Hero may not use a stashed item or spend stashed Stars, but they may retrieve them at any time during the City step except when resolving a City Event card.

Example: You decide to sell a Potion of Healing. You place the Potion of Healing Item card in the Stock and take 2 .

Selling Items

Your Hero may sell an item at any time during the City step. Place the sold item in the Stock and take an amount of Star equal to the sale value of the item.

The sale value of an Item card is shown on the coin on the card. If there is no coin shown, the item may not be sold.

Note: Illegal items may not normally be sold. See "Illegal Items" on p. 10.

The sale value of an Item token is indicated by the size and shape of the token:

» Small circular Item tokens have a sale value of 1
» Triangular Item tokens have a sale value of 3
» Pentagonal Item tokens have a sale value of 5
» Large circular Item tokens have a sale value of 10
» Octagonal Item tokens have a sale value of 20

Quest Item card example:

Quest Item cards

Quest Item cards do not show a coin and cannot be sold, discarded, or stashed.

Illegal Items

Illegal Item cards have a red background behind the name at the top of the card and have "illegal" shown underneath the name.

Illegal Item tokens have a red border on the side showing their effect.

Illegal items may not be sold unless you are instructed otherwise. Illegal items may be discarded or stashed.

Be warned, if your Heroes are caught carrying illegal items, there may be unfortunate consequences!

Resolve a City Event card

Once during each City step, after you have visited all the locations you wish to visit and used all the services you wish to use for now, reveal the top card of the City Event deck, read the description on the card, and follow the instructions.

Most City Event cards will require you to choose one of several options on the card. If an option has a requirement, you must fulfill that requirement to choose that option. Your chosen option will usually direct you to read an entry in the Story Book.

Heroes may exchange items while resolving the card, but may not sell items, visit any locations, use any services, or retrieve stashed items unless instructed otherwise.

After resolving the card, remove it from play.

Heroes may then once again sell items, visit locations, use services, and retrieve stashed items until the end of the City step.

Event card anatomy

City
Muggers at the Dock
It is a peaceful night, and the two moons are reflected in the river. The insects are chirping loudly at Anglers' Pier, when you witness a brawl on a sailing boat. Three large thugs are beating up some weak looking nihteegris.
You approach close enough to get a better view, and see two muscular boryot throw one of their victims overboard and stab the others.
Their ignisaur leader picks up a small casket and a pouch, and motions for them to move quickly towards the crevice which splits the Exalted Bank in half.
What do you do?
A: Attack the muggers. » 546
B: Spy on the muggers unseen. » 765
C: Wait until they are gone and then search the boat. » 189
002
Type of Event card (City / World)
Title
Illustration
Description
Section title
Instructions
Card number

City Activity points

During each City step, each Hero may normally spend up to 2 City Activity points. Various effects may change the number of points you actually get to spend. Your Hero book, certain locations in the Campaign Book, and various cards show how these points may be spent.

City Activity points may not be spent until after the City Event card has been revealed and resolved. Once the City Event card has been resolved, take a number of Activity tokens equal to the number of City Activity points you have. When you spend a City Activity point, discard an Activity token.

Unspent Activity tokens are discarded at the end of the City step.

End of the City Step

Once a City Event card has been resolved (or at any time in the next City step after playing an Arena scenario), you may agree to end the City step at any time.

Remember, if your Action Selection marker is in the Disturbed Sleep location at the end of the City step, your Hero loses 2 stamina

Illegal Item examples:

Example: *For example: Your Hero visits Anglers' Pier and decides to work on the docks. They spend 1 and gain 2*

2. Journey Step

Choose a Scenario card in the Stock. Some Scenario cards have requirements; you may only choose a Scenario card if you have fulfilled its requirements. You may not choose an arena Scenario card if you played an arena scenario in the previous Scenario step.

Scenario cards

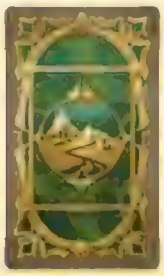
Each Scenario card shows the number, name, requirements (if any), duration, location, introduction, and numbered journey stages for a particular scenario.

If the card shows an experience symbol ★, completing the scenario (successfully or otherwise) will gain you an experience point (see Experience Points and Gaining a Level on p. 26).

If the Scenario card shows the replay symbol (↻), the Scenario card is not removed from the game after playing the scenario.

If the Scenario card shows the arena symbol (⚽), the scenario is an arena scenario. Arena scenarios may be played multiple times, although you may not play two arena scenarios consecutively.

Scenario card back:



Scenario card anatomy

Scenario number
Duration
Shows the approximate length of the scenario.
Short
Medium
Epic
10
The Pools of Gnatmarsh
Level 2
Find a moonlily in Gnatmarsh and deliver it to the Council of Eight.
Journey
1A: Travel the dangerous road to Gnatmarsh on foot. » 013
1B: Each Hero spends 1 ⚽: Hire a riverboat to take you to the swamp. » 066
2. B Tabbart Castle » 518
3. Resolve a World Event card.
4. Play the scenario. » p. 24
Scenario name
Scenario requirements
Experience symbol
Replay symbol
Illustration
Introduction
Journey stages

Numbered journey stages

Read the introduction on the Scenario card carefully and follow the numbered journey stages shown on the card in order. Each journey stage directs you to do one of the following:

- » Read an entry in the Story Book.
- » Visit a special location.
- » Resolve one or more World Event cards.
- » Play the corresponding scenario.

Split Journey Stages

Some numbered stages are split into an A and a B stage. In this case, choose one of the two lettered journey stages to follow. Some of these stages have a requirement, such as spending an amount of Star. You may only choose a lettered stage if you fulfill this requirement.

If the numbered stage after a split journey stage is also split, you must choose the stage with the same letter as you chose previously.

Visiting Special Locations

To visit a special location, read the entry number in the Story Book shown in the stage. Special locations have ongoing plots and storylines which advance each time you visit the special location.

Resolving World Event cards

Some journey stages will instruct you to resolve a World Event card. Reveal the top card of the World Event deck, read the description on the card, and follow the instructions.

Particularly long journeys may instruct you resolve more than one World Event card. If you are instructed to resolve more than one World Event card, resolve them one at a time.

Most World Event cards will require you to choose one of several options on the card. If an option has a requirement, you must fulfill that requirement to choose that option. Your chosen option will usually direct you to read an entry in the Story Book.

After resolving the card, remove it from play.

3. Scenario Step

Follow the Scenario Rules in the next section.

Scenario Rules

Scenario Setup

Main

1. Place the Scenario book in the middle of the play area and open it to the page shown on the Scenario card.
2. Place the Story deck for the chosen scenario face down to the right of the Scenario book. Do not shuffle this deck or read any of the Story cards.
3. Shuffle the Initiative deck and place it face down to the right of the Scenario book.
4. Shuffle the Fate cards and place them face down to the right of the Scenario book to create the Fate deck.
5. Shuffle the Injury cards and place them face down below the Scenario book to create the Injury deck.
6. Place the Condition cards in a face up pile below the Scenario book. Do not shuffle these cards.
7. Place the Condition tokens in a pile next to the Condition cards.
8. Place the Enemy boards in a stack below the Scenario book.
9. Place the Action dice, Reaction dice, and Counter dice within easy reach of all players.

Note: If you are playing an arena scenario, there is no Story deck.

Scenario Specific

10. Choose one player to be the narrator. That player reads aloud the introduction in the Scenario book for your chosen scenario. If the Scenario book does not show a scenario map, the scenario uses one of the separate double-sized maps.
11. Follow the additional setup shown in the Scenario book for your chosen scenario. If there is a conflict between the default setup rules and the additional setup in a scenario, the additional setup in the scenario takes precedence.

Each Hero

12 Unless the scenario has instructed you otherwise, place your Hero miniature in the start area (the area with "Start" written on it). Some scenarios may have multiple start areas. If the start area does not have sufficient maximum capacity (common as in a 4-player game with a Henchman) place excess figures in an adjacent area.

13 If your Hero is level 2 or above, place your Hero's Extra Actions board to the left of your Hero board.

14 Take your Hero's Action tokens (according to your Hero's level and, if level 2 or above, chosen class) and choose which ones you will use during the scenario by placing them on the relevant spaces of your Hero board and Extra Actions board. If you are level 2 or below, place the unchosen Action tokens back in your Hero board. If you are level 3 or above, leave the level 3 and level 5 slot of your Extra Actions board empty, and place the unchosen Action tokens to the left of your Extra Actions board.

15 Choose which of your Hero's items you wish to take with you during this scenario and place them below your Hero board (active items on the left and others on the right). Quest and Hero specific items must always be chosen. Remember to obey your active item limit, your encumbrance limit, and any other requirements your individual items may have. See Item cards on p. 41. Any items you do not choose remain in your Hero board and may not be used during this scenario.

16 If your Hero has any Condition or Injury cards, place them on your Hero board.

17 You may lock stamina on any items that require locked stamina to use (see Locking Stamina on p. 28).

18 Take 1 of each of the 2 Reference cards.

Additional Scenario Rules

All scenarios have additional rules specific to that scenario. If a conflict arises, scenario specific rules override the rules in this Rules Reference.

Gameplay

An Agemonia scenario is played over several rounds. Each round is divided into 4 phases, carried out in the following order:

1. **Select Hero Action:** Each player selects their Hero's action for this round.
2. **Reveal Initiative Card:** The Initiative card for this round is revealed.
3. **Ally and Enemy Turns:** Allies and Enemies take their turns in the order determined by the Initiative card.
4. **Discard Fate Card:** A Fate card is revealed and discarded. The effect of this card is scenario specific.

1. Select Hero Action

Select the action you wish your Hero to perform this round and place your Action Selection marker, blank side up, in the space to the left of the selected action. A description of all Hero actions is given on p. 31.

The chosen action will determine your Initiative symbol for this round.

Open Action Slots

The Action slots you unlock at level 3 and level 5 are open Action slots (shown by the ❗ symbol). You do not have to choose which of your available Action tokens to place in these slots at the start of a scenario. When you select your Hero action at the start of each round, you may place one of your unchosen Action tokens in an empty open Action slot and select that action to perform that round. Once an open Action slot has been filled this way during a scenario, you may not remove the Action token again until the end of the scenario.

Action slot unlocked at level 2
Open Action slot unlocked at level 3
Action slot unlocked at level 4
Open Action slot unlocked at level 5

Example: *Lunara has chosen her Extra Maneuver action this round. Her initiative for the round is shown by the blue Initiative symbol.*

Open Action slots:

2. Reveal Initiative Card

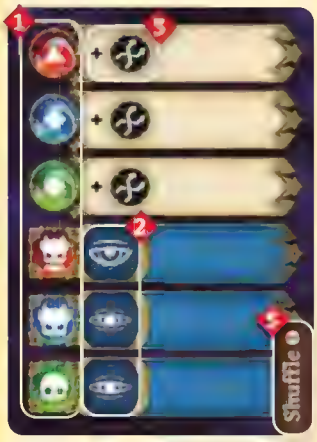
From the second round onwards, check if the Initiative card for the previous round shows "Shuffle". If it does, shuffle the Initiative deck and Initiative discard pile together to form a new Initiative deck.

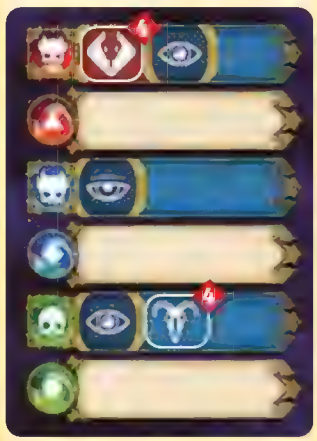
Reveal the top card from the Initiative deck and place it face up in a discard pile next to the deck.

The Initiative card indicates five things:

1. **Ally and Enemy initiative.** From top to bottom, the order in which Allies and Enemies will take their turns this round.
   A Hero's turn is represented by the circular symbol which matches the symbol of the Hero's selected action. A Non-Hero Ally's turn is represented by the circular symbol which matches the symbol shown in the top left of the Ally card.
   An Enemy's turn is represented by the square symbol which matches the symbol shown in the top left of the Enemy card.
   For both Allies and Enemies, red symbols will usually appear earlier on the Initiative card, while green symbols will usually appear later.
2. **Enemy actions.**
   The action symbol shown on an Enemy initiative bar will determine which action that Enemy performs on its turn, as indicated by the matching symbol on its Enemy card.
3. **Ally bonus maneuver symbol.** +
   Some Initiative cards show a bonus maneuver symbol next to 1 or more Ally initiative symbols. Each Hero that has selected an action with a matching initiative symbol and each Ally with a matching initiative symbol gets an extra maneuver during their turn.
4. **Enemy special ability symbols.**
   Some Initiative cards show an Enemy special ability symbol next to 1 or more Enemy initiative symbols. Each Enemy with a matching Enemy initiative symbol uses the relevant special ability during their turn.
5. **Initiative deck shuffling.** Shuffle

Initiative Card anatomy:





3. Ally and Enemy Turns

Allies and Enemies take their turns in the order determined by the Initiative card.

A Hero's turn is significantly different from a Non-Hero Ally's turn, so they are explained separately.

A Hero Turn

During your turn, your Hero performs your chosen action and one maneuver, in either order. You do not choose which maneuver you wish to perform until it is time to perform it. Once you have started an action or maneuver, you must complete it before starting another action or maneuver. You may forfeit an action or maneuver, or both.

A full description of all Hero actions and maneuvers may be found on p. 31.

Remember: If the Initiative card for the current round shows the bonus maneuver symbol next to the Initiative symbol matching your Hero's chosen action or your Ally card, they may perform an extra maneuver this turn.

Rethink Action

This action is not chosen at the start of the round and is not shown on your Hero board. During your turn, you may perform the rethink action in place of your chosen action. Your initiative color does not change. The rethink action allows you to either spend 1 movement point to move your Hero, or restore 1 spent stamina. If you choose to perform the rethink action, flip your Action Selection marker over to its rethink side.

Note: If you have chosen the focus action as your action for the round, you may only perform the rethink action instead if you have not yet used the focus action to roll an extra die this round.

A Non-Hero Ally Turn

During their turn, a Non-Hero Ally may perform one action and one maneuver, in either order. You do not choose which action or maneuver they perform until it is time to perform it. Once they have started an action or maneuver, they must complete it before starting another action or maneuver. They may forfeit their action or maneuver, or both.

Non-Hero Allies each have an Ally card that shows the actions and maneuvers they may perform. There are 2 actions shown on the left hand side of their Ally card and 2 maneuvers shown on the right hand side. Additionally, each also has a special skill shown in the bottom right of their Ally card. A full description of all Ally actions, maneuvers, and special skills may be found on p. 40.

Non-Hero Allies reveal Story cards as normal, however they may not interact with optional sections of a Story card (those with a numerical, non-infinite range). Additionally, they may not use the rethink action, spend stamina, or carry or use items.

Move Maneuvers

Move Maneuver examples:

A move maneuver allows you to move your Ally by spending the movement points indicated. Each movement point spent allows you to move your Ally across a single white line into an adjacent area on the Scenario map.

Heroes have two different move maneuvers shown on the right of their Hero board: the first does not require you to spend any stamina, the second does. The second move maneuver shows the amount of stamina which must be spent to the left of the movement points.

Note: If you decide to perform a move maneuver, you must choose which of the two to perform, and spend any stamina required, before you start spending your movement points.

Non-Hero Allies have one move maneuver shown on the right of their Ally card.

Maximum Capacity
An Ally may only move into an area already at maximum capacity if:
» There are no Enemies in that area, and
» They move out of that area during the same turn.

If, for any reason, an Ally ends their turn in an area that is above its maximum capacity, move that Ally back to the previous area they were in that was not above maximum capacity.

Fly
An Ally with Fly may move over double white lines as if they were single white lines, including between two areas of different height. They may not move into an area that does not have a maximum capacity.

Recover Maneuvers
A recover maneuver allows your Hero to either restore their spent stamina or heal their damage. Each time your Hero uses the recover maneuver you must decide which of these 2 options to use.
Most Non-Hero Allies also have a recover maneuver which is always a heal effect.

Spending a Maneuver
Some tasks require your Ally to spend a maneuver. These are indicated by the maneuver symbol.

Remember: You must finish one action or maneuver before starting another. If, for example, you still have unspent movement points from a Move maneuver, and you spend a maneuver, those movement points will be lost.

Ally Attacks
When your Ally performs an attack action, you must first select the Enemy you are attacking. The Enemies you may attack depend on the type of attack your Ally is performing. There are 3 types of attack:

Melee Ranged Magic

Before your Melee attack
Before performing a melee attack with your Hero:
» You must decide which Enemy you are attacking.
» If you have more than one active melee attack weapon, you must decide which one you are using to attack with.
» You must decide which optional effect(s) you are using (such as using a rune, poison, or once per scenario effect).

Requirements
Your Hero may perform a melee attack if the following 3 requirements are met:
» Your chosen action shows the melee attack symbol.
» You have an active melee attack weapon; an Item card placed in your active Item cards area that shows the melee attack symbol in its effect box.
» There is an Enemy in the same area as your Hero, or in an adjacent area to your Hero that is at maximum capacity. Melee attacks may not be performed across a solid barrier or into an adjacent area of a different height.

The same requirements apply to a Non-Hero Ally, except that they do not require a weapon (Non-Hero Allies may not use items).
Exception: Some melee weapon and Ally effects allow you to perform a melee attack at range. In this case, the Enemy must be within the range shown. These melee attacks may still not be performed across a solid barrier or into an area of a different height.

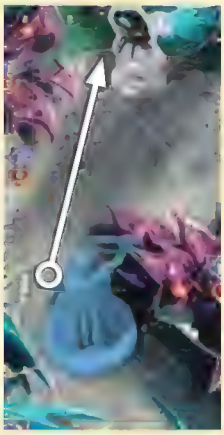
Damage
The melee attack Action token shows the number of Action dice your Hero should roll in a red box.
To calculate the damage caused by your Hero's melee attack, add together:
» The number of successes you roll.
» Any weapon modifiers you may have, shown in the effect box of your active melee attack weapon.
» Any other modifiers you may have.

Melee attacks of Non-Hero Allies show a fixed amount of damage on the attack on their Ally card.
If a melee attack does not show any damage, it does not cause any damage, but will have another effect as shown on the attack.

***Example:** Zuva'sai may not move into the area where Torrax, Lunara and Venia are and end his turn there, because it is at maximum capacity. However, if he wants to move through that area into another area, he may do so.*

Recover Maneuver examples:

***Example:** Torrax is using his Colossal Crush melee attack on his turn. He may either attack the skitterer in the same area (#1) or the skitterer in the adjacent area that is at maximum capacity (#2). The third skitterer (#3) is in an adjacent area that is not at maximum capacity, so Torrax may not attack it unless he is using a melee weapon that allows him to attack at range.*



Example 1: *While some of the area the skitterer is in is blocked from Lunara's view, she can choose any part of the area she is in and any part of the area the skitterer is in to see if she has line of sight. She does, so she may perform a ranged attack against the skitterer.*

Example 2: *Lunara may not perform a ranged attack against the skitterer, as the attack would go through an area of a higher level than the area the skitterer is in (as shown by the highlight height symbol); she does not have line of sight to the area containing the skitterer.*

Before your Ranged attack

Before performing a Ranged attack with your Hero:

- You must decide which Enemy you are attacking.
- If you have more than one active ranged attack weapon, you must decide which one you are using to attack with.
- You must decide which optional effect(s) you are using (such as using a rune, poison, arrow, or once per scenario effect).

Requirements

Your Hero may perform a ranged attack if the following 4 requirements are met:

- Your chosen action shows the ranged attack symbol.
- You have an active ranged attack weapon; an Item card placed in your active Item cards area, showing the ranged attack symbol in its effect box.
- There is an Enemy within the range shown in the effect box of your active ranged attack weapon. Ranged attack weapons have both a minimum and maximum range.
- That enemy is in line of sight.

The same requirements apply to a Non-Hero Ally, except that they do not require a weapon (Non-Hero Allies may not use items).

Damage

The ranged attack Action token shows the number of Action dice you should roll in a red box.

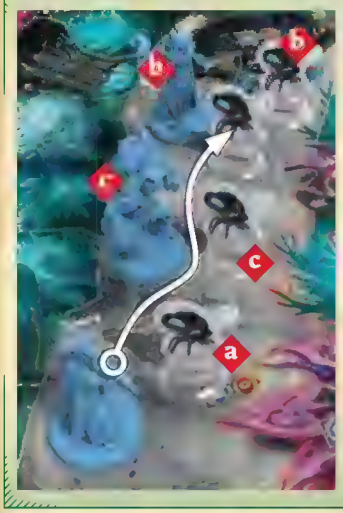
To calculate the damage caused by your Hero's ranged attack, add together:

- The number of successes you roll.
- Any weapon modifiers you may have, shown in the effect box of your active ranged attack weapon.
- Any other modifiers you may have.
- Reduce the damage by 1 if your Hero's aim is obstructed.

Ranged attacks of Non-Hero Allies show a fixed amount of damage on the attack on their Ally card. This damage is reduced by 1 if their aim is obstructed.

If a ranged attack does not show any damage, it does not cause any damage, but will have another effect as shown on the attack.

Obstructed Aim



Reduce your Ally's Ranged or Magic Attack damage by 1 if there are any:

- Enemies in the same area as your Ally.
- Allies or Enemies in the same area as the Enemy being attacked.
- Allies or Enemies in any areas the line of sight passes through.

Apply this reduction no more than once to each attack.

Example: *Lunara is performing a Ranged Attack against skitterer number 4. There is an Enemy a in the same area as her, there is a Hero (Zuva'Sai) b and an Enemy b in the same area as the Enemy being attacked, and there is a Hero (Torrax) c and an Enemy c in an area that the line of sight passes through. Regardless of how many times her aim is obstructed, Lunara only gets a -1 penalty to her Ranged Attack damage.*

Before your Magic attack

Before performing a magic attack with your Hero:

- You must decide which Enemy you are attacking.
- If you have more than one active magic attack weapon, you must decide which one you are using to attack with.
- You must decide which optional effect(s) you are using (such as discarding an Item token or using a once per scenario effect).

Requirements

Unlike with melee and ranged attacks, your Hero does not require a weapon to perform a magic attack. However, they may still use an appropriate weapon if they like.

Your Ally may perform a magic attack if the following 3 requirements are met:

- Your chosen action shows the magic attack symbol.
- There is an Enemy within the range shown on that action. Magic attacks only show a maximum range. The minimum range of a magic attack is always 0.
- That enemy is in line of sight

Damage

The magic attack Action token shows the number of Action dice you should roll in a red box.

To calculate the damage caused by your Hero's magic attack, add together:

- The number of successes you roll.
- Any weapon modifiers you may have, shown in the effect box of your active magic attack weapon (if any).
- Any other modifiers you may have.
- Reduced the damage by 1 if your Hero's aim is obstructed.

Magic attacks of Non-Hero Allies show a fixed amount of damage on the attack on their Ally card. This damage is reduced by 1 if their aim is obstructed.

If a magic attack does not show any damage, it does not cause any damage, but will have another effect as shown on the attack.

Active Ability Checks

An Ally may attempt as many different active ability checks as they wish during their turn, but may only perform a particular active ability check once per turn unless instructed otherwise.

An Ally may perform an active ability check during an action or maneuver, and then continue with that action or maneuver afterwards.

Progressive Ability Checks

A progressive ability check is an active ability check that allows your Heroes to build up successes over a number of attempts. Use one or more black Counter dice placed on the Story card or other appropriate place to record the number of successes achieved so far.

A progressive ability check succeeds once the specified number of successes have been achieved. They otherwise follow the same rules as active ability checks.

Often, the number of successes required for a progressive ability check will depend on the number of Heroes you are playing with. These show a simple equation using the Hero Count symbol.

A progressive check on a Story card that has 2 or more corresponding Story Points may be increased by performing the check within the given range of any of those Story Points.

Revealing an Enemy card

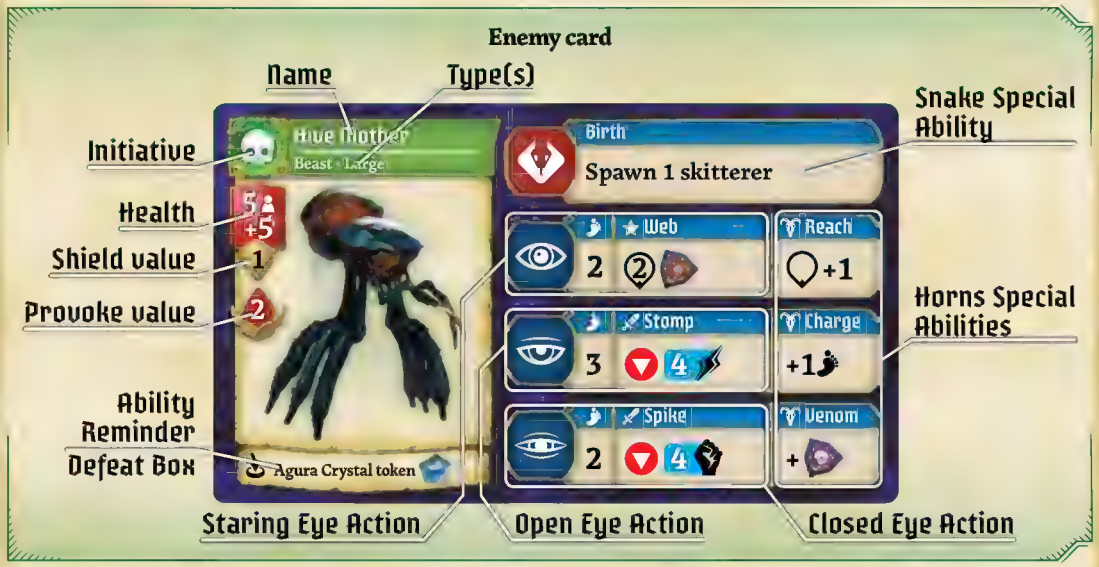
When you are instructed to reveal an Enemy card, take the card from the Story card deck and place it on an Enemy board. Use the 6-Enemy side of the Enemy board if there are 6 or fewer figures for that Enemy. Use the 8-Enemy side of the Enemy board if there are more than 6 figures for that Enemy. If there is only 1 figure for that Enemy then you do not need to use an Enemy board; simply place the Enemy card directly on the table.

An Enemy Turn

Each type of Enemy has an Enemy card that shows its initiative and the actions that Enemy may perform on its turn. Enemies of the same type take their turn one at a time, in the order shown by the number on their figure (lowest to highest). If two different types of Enemies have the same initiative, you may choose which type takes their turns first.

On its turn, each Enemy will perform the action on its Enemy card that matches the action symbol indicated on its activation bar on the Initiative card (, , or). An Enemy action typically consists of two parts: a move and an attack. Complete each part in full before moving on to the next.

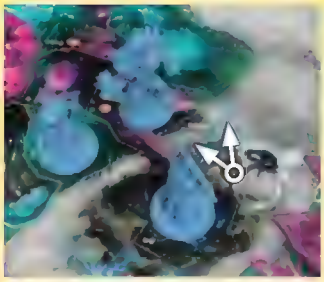
Some Enemies may perform several effects as part of their attack. In this case, each effect is separated by a comma.



Remember: Non-Hero Allies may not interact with optional sections on Story cards, and so may not perform any active ability checks in those sections.

2x+4

Example: *Tony is playing the Hero Torrax, while his 3 friends are playing 3 other Heroes. He is attempting a might progressive ability check that requires 12 (2x4+4) successes when playing with 4 Heroes. Torrax has a might of 3 and Tony rolls , , & . Even if Tony spends 2 stamina he cannot immediately succeed at the check. He decides to spend 1 stamina and places a Counter die set to 4 on the Story card. 8 more successes are required to succeed at the check. Any of the other Heroes may attempt the check this round, and Torrax may have another attempt next round.*



Enemy movement example: *The skitterer needs to move 1 area to be able to attack Lunara with a melee attack. However, it also only needs to move 1 area to be able to attack Torrax or Venia, as the areas they are in are at maximum capacity.*

As Torrax has the highest taunt value, the skitterer will move towards him.

You may choose which of the 2 possible areas it moves into.

Note: If you are playing a scenario with a Non-Hero Ally, it is possible they may have the same Taunt value as one of your Heroes. The player controlling the Hero with the same Taunt value decides in each case if their Hero or the Non-Hero Ally has the higher Taunt value.

Note:

- The areas an Enemy can attack from are determined by the attack it is performing during its action this round.
- If an Enemy is not performing an attack during its action, for the purposes of movement, assume it is performing a melee attack.
- If an Enemy is performing an area attack, or an attack with Target X, for the purposes of movement, treat it as an attack with a single target.
- An area that an Enemy cannot end their turn in due to its maximum capacity being exceeded does not count as an area they can attack from.
- An Enemy will always use the most direct (shortest) route it can when it moves towards an area.

Snake and Horns Special Abilities

Some Initiative cards show an Enemy special ability symbol on one or more Enemy initiative bars. Each Enemy with a matching initiative uses the corresponding special ability during their turn.

The effect of the snake special ability (shown on the top right of the Enemy card) either takes place before the Enemy's action or modifies the Enemy's action.

The effect of the horns special ability (shown to the right of each Enemy action) either modifies the Enemy's action or takes place after the Enemy's action.

Enemy Movement

The number below the move symbol indicates the number of areas on the Scenario map the Enemy may move. If is shown, the Enemy does not move.

When moving an Enemy:

- If it is already in an area it can attack from, it does not move.
- Otherwise, it moves towards the area it can attack from that requires the least amount of movement to reach.
- If two or more areas are tied in this respect, it moves towards the one that allows it to attack an Ally with a higher Taunt value.
- If two or more areas are valid in this respect, you may choose which of these areas it moves towards.
- If the Enemy cannot reach the area with the movement it has this turn, it will move as far towards the area as its movement allows.

It may sometimes happen that there is no area an Enemy could attack from, even if it had an unlimited amount of movement points. If this happens, move the Enemy towards an area it can reach that is as close as possible (counted in adjacent areas over single or double white lines) to an area containing an Ally, breaking ties with Taunt value as above.

Maximum Capacity

An Enemy may only move into an area already at maximum capacity if:

- There are no Allies in that area, and
- They move out of that area during the same turn.

If, for any reason, an Enemy ends their turn in an area that is above its maximum capacity, move that Enemy back to the previous area they were in that was not above maximum capacity.

Large and Huge Enemies and Maximum Capacity

A large Enemy takes up 2 capacity in an area. A huge Enemy takes up 3 capacity in an area. A large or huge Enemy may only move into an area with a maximum capacity equal to or greater than the capacity it takes up.

A large or huge Enemy may only move into an area that it would take above its maximum capacity if:

- There are no Allies in that area, and
- They move out of that area during the same turn.

✱ Special Enemy Movement

Some Enemies have an asterisk * after their Move value. This indicates they use special rules for their movement. These rules will be detailed in the additional scenario rules or on a Story card in that scenario.

Fly

An Enemy with Fly may move over double white lines as if they were single white lines, including between two areas of different height. They may not move into an area that does not have a maximum capacity.

Enemy Effects

For descriptions of the various effects you may see on Enemy cards, see p. 40.

Enemy Attacks

Most Enemy attacks are either a melee, ranged, or magic attack.

Melee Attacks

An Enemy may perform its melee attack if there is an Ally in the same area as that Enemy, or in an adjacent area that is at maximum capacity. Melee attacks may not be performed into an adjacent area of a different height.

If there is more than one Ally that may be attacked, the Enemy will attack the one with the highest Taunt value.

Exception: If there are 1 or more Heroes in the same area as the Ally being attacked, one of those Heroes may become the target of the attack instead, as long as the players whose control the Ally being attacked and the Hero involved agree.

Large and huge Enemies and Melee Attacks Into Adjacent Areas

Just as normal sized Allies and Enemies may make melee attacks into an adjacent area that is at maximum capacity, in a similar way, large and huge Enemies may make melee attacks into an adjacent area they are prevented from moving into due to maximum capacity.

Ranged and Magic Attacks

An Enemy may perform its ranged or Magic attack if there is an Ally within the range shown in the attack and that Ally is in line of sight. Enemy ranged and magic attacks show the maximum range of the attack. The minimum range is always 0.

If there is more than one Ally that may be attacked, the Enemy will attack the closest Ally. In the case of a tie, the Enemy will attack the tied Ally with the highest Taunt value.

Damage from an Enemy Attack

Most Enemy attacks attempt to damage the attacked Ally, signified by the damage symbol. These attacks require the attacked Ally to roll a reactive check using the ability shown on the Enemy attack in order to reduce the damage (see Reactive Ability Check to Reduce Damage on p. 7)

Just as with Ally ranged and magic attacks, the damage from an Enemy ranged or magic attack is reduced by 1 if the Enemy's aim is obstructed.

Obstructed Aim

Reduce an Enemy's Ranged or Magic Attack damage by 1 if there are any:

- Allies in the same area as the Enemy.
- Allies or Enemies in the same area as the Ally being attacked.
- Allies or Enemies in any areas the line of sight passes through.

Apply this reduction no more than once to each attack.

Stamina Loss from an Enemy Attack

Some Enemy attacks cause stamina loss instead of damage, signified by the stamina symbol.

For Non-Hero Allies, these attacks are identical to attacks that cause damage as Non-Hero Allies treat all stamina loss as an equal amount of damage.

For Heroes, these attacks require the attacked Hero to roll a reactive check using the ability shown on the Enemy attack in order to reduce the stamina loss. This check is performed in a similar way to Reactive Ability Check to Reduce Damage (see p. 7), except that each success reduces the stamina loss by 1. See Losing Stamina on p. 5.

Example: *If the attacked Ally fails to roll 5 or more successes on an active will check, they gain the Held condition.*

Conditions

If an Enemy attack shows a condition after an attack that causes damage or stamina loss, the attacked Ally gains that condition if they take any amount of damage or stamina loss from that attack.

Conditions may also be shown following an active ability check. In this case the attacked Ally gains that condition if they fail the check.

If a condition is shown in an Enemy attack that does not cause damage or stamina loss and which has no active ability check, the attacked Ally gains the condition.

Example: *The attacked Ally gains the Held condition.*

Area attacks

Area attacks affect every Ally in one or more areas. The number in the hex symbol shows at what range areas are affected. This range is measured from the area containing the Ally targeted by the area attack.

All Allies in the area within the given range are affected by the area attack. An area must be within line of sight of the targeted Ally to be affected. Areas of a different height may be affected by the attack as long as they are in line of sight.

Obstructed aim penalty does not apply to any damage or stamina loss caused by an area attack.

Example: *This attack will also affect every other Ally in the same area as the Ally targeted by the attack.*

No Attack

If an Enemy attack shows, they do not perform an attack on their turn.

Ability Reminder / Defeat Box

This box shows either:

- A reminder of an Enemy ability explained in the additional scenario rules or on a Story card.
- The defeat symbol, and what happens when the Enemy is defeated. Defeating an Enemy will sometimes cause an Item card, Item token, or an amount of Stars to be placed in the area it was defeated.

Spawning an Enemy
When instructed to spawn an Enemy, place an appropriate figure for that Enemy in the area when the spawn effect occurred. As an Enemy does not take a turn during the round it is spawned, you may want to place an Enemy spawned during the Ally and Enemy Turns phase on its side as a reminder that they will not take a turn this round. If you do, place the figure upright at the end of the round.

You should choose a figure at random from those available when spawning an enemy. If no figure is available, the Enemy is not spawned. If several Enemies are spawned at the same time and figures are only available for some of them, place the Enemies that are at the shortest range from an Ally first.

If spawning an Enemy would mean that an area is taken above its maximum capacity, instead place the figure in the area at the shortest range from that area that would not be taken above its maximum capacity.

If a range is shown, the Enemy is spawned in the area within the given range that is closest to an Ally. An area which would be taken above its maximum capacity is invalid in this case.

When spawning an Enemy at range, measure that range across single white lines only.

In all case, use highest Ally Taunt value to break any ties. If one or more areas are still tied, you may choose which area the Enemy is spawned in.

Example: *In a game with 2 Heroes, spawn a Razor Thug in the area shown. In a game with 3 or 4 Heroes, also spawn a Razor Arrow. If there is already a figure in that area in a game with 3 or 4 Heroes, spawn one of those Enemies in the closest area not at maximum capacity; in this case, that would likely be the area containing .*

Spawning Enemies at Different Hero Counts
Sometimes the diagram showing where to spawn Enemies shows one or more with a number and a '+' on it. Only spawn that Enemy if you are playing with a number of Heroes equal to or greater than the number shown.

Enemy Health
Each Enemy starts with the amount of health shown on its Enemy card. The health of an Enemy is tracked on its Enemy board using a red Counter die. Place the die on the Enemy board in the area corresponding to the number on the Enemy figure. For Enemies with more than 10 health you will need to use 2 Counter dice, one for the "tens" and one for the "units", to represent a 2-digit number.

Many Enemies have health values that vary depending on the number of Heroes. This is shown as a simple equation using a .

Some Enemies have infinite ∞ health. These Enemies may still be attacked and gain conditions, but there is no need to track their health.

Example: *This Enemy has 8 health when playing with 2 Heroes, 11 health when playing with 3 Heroes, and 14 health when playing with 4 Heroes.*

Applying Damage to Enemies
Each time an Enemy suffers damage, reduce its health by the amount of damage suffered.

Once an Enemy is reduced to 0 health or less, it is defeated and removed from the Scenario map. Place its figure back in the supply, and remove its Counter die from the Enemy board.

Enemy Shields
Any damage an Enemy suffers from an attack is reduced by their shield value.

Any damage an Enemy suffers from a source other than an attack is not reduced by their shield value.

Provoke
Any Ally that moves out of an area containing an Enemy with Provoke suffers damage equal to the number shown on that Enemy's Provoke ability. If there are multiple Enemies in the area that the Ally moves out of, the Ally suffers damage from each one. Some Enemies have a ranged Provoke ability, shown by a range value underneath their Provoke value on their Enemy card. In this case, an Ally that moves out of an area in line of sight and within the range shown of the Enemy suffers that Enemy's Provoke damage.

An Ally may only suffer Provoke damage from the same Enemy once during that Ally's turn, but more than one Ally may suffer Provoke damage from the same Enemy in the same round.

Items

For a description of various item effects, see p. 41.

Encumbrance
During a scenario each Hero may carry equipment totalling up to 5 encumbrance, as shown on the bottom right of their Hero board. Active Items do not count towards this total. The encumbrance of an item is shown next to the backpack symbol on the Item card. Item cards that do not show an encumbrance value have an encumbrance of 0. Item tokens always have an encumbrance of 0.

Certain items, such as backpacks, increase your encumbrance limit.

Exception: If you are playing as the Hero Matajam (a four-armed pattangan), you may have twice as many active items: up to four 1-handed items, a 2-handed item and up to two 1-handed items, or two 2-handed items.

Active Item Cards
Item cards that show one or two hand symbols (1 / 2) must be active in order to be used. At any time, you may have up to two active Item cards showing one hand, or one active Item card showing two hands. Your active Item cards should be placed below your Hero board on the left hand side, while other Item cards and tokens you own should be placed below your Hero board on the right hand side.

Changing Your Active Item Cards

When you change your active Item cards, place the Item cards you no longer wish to be active below your Hero board on the right hand side, and place the Item cards you now wish to be active below your Hero board on the left hand side.

The first time you change your active items during a turn may be done at any time. For each subsequent time you wish to change your active Item cards in the same turn, you must spend a maneuver to do so.

If you wish to use an item for a bonus during an ability check or as a weapon during an attack, and that item is one that must be active in order to be used, you must have that item as an active item before you make the roll for the check or attack.

Dropping and Picking Up Items

During your turn your Hero may drop an item in the area they are in, or pick up an item that is in the area they are in. You may do this as many times as you like at any point in your turn.

To keep track of which items have been dropped in which area you may simply place the Item cards and tokens in the area on the Scenario map. However, if there is not enough space, instead, you may place a Counter die in that area, and place the items next to the Scenario map with another Counter die showing a matching number. Alternatively, you may place a Square, Circle, or Triangle token in that area, and place the items next to the Scenario map with another matching token. Which method you use may depend on the scenario you are playing, and whether that scenario already requires you to place Counter dice or specific tokens on the Scenario map

If a Hero is exhausted, any other Hero may pick up any of the exhausted Hero's items from the area they were exhausted in.

When you pick up a previously dropped item, place it beneath your Hero board on the right hand side.

You may not pick up an item if your Hero is Hindered.

Items dropped in an area may be taken back when the scenario ends. Items carried by an exhausted Hero do not count as being dropped.

Giving an Item to Another Hero

You may give one or more of your items to another Hero in the same area as your Hero, on your turn or theirs. Any items you give them must be placed below their Hero board on the right hand side.

You may not give an item to another Hero or receive an item from another Hero if your Hero is Hindered.

Discarding Items

When you discard an item, place it in the stock.

Becoming Wounded

If all of your Stamina chips are wound side up and there is still damage remaining, your Hero becomes wounded:

- Ignore the remaining damage.
- Flip your Vitality disk over to its wounded (red) side.
- The wounded side of your Vitality disk shows a number of Stamina chips. Return that number of Stamina chips, stamina side up, to your Vitality disk. While wounded, you may not have more Stamina chips on your Vitality disk than this new value.
- Gain an Injury card.

Removing Wounded Status

Some effects may remove wounded status from your Hero:

- Set aside any Stamina chips on your Vitality disk.
- Flip your Vitality disk over to its unwounded (blue) side.
- Replace all set aside Stamina chips onto your Vitality disk, stamina (blue) side up.

Wounded status is also removed from your Hero at the end of a scenario.

Note: Removing wounded status from your Hero does not remove the Injury card they gained when they became wounded.

Becoming Exhausted

If your Hero is wounded, all of your Stamina chips are wound side up, and there is still damage remaining, your Hero becomes exhausted:

- Lay their miniature down in the area they are in.
- Place your Action selection marker above your Hero board.

While your Hero is exhausted:

- They no longer take up any capacity in the area their miniature is in.
- They will be ignored by all Enemies.
- They may not be affected by any effect except for one that removes exhausted status..
- You do not select an action for your Hero and your Hero does not take a turn.
- Other Heroes may pick up any items your Hero is carrying as if they had been dropped in the area your Hero miniature is in.

If a Non-Hero Ally is reduced to 0 health, they are exhausted and removed from the Scenario map.

Removing Exhausted Status

Some effects may remove exhausted status from your Hero:

- Place your Hero miniature upright in the area they are in.
- Flip your Vitality disk to its unwounded (blue) side.
- Stack all of your Stamina chips on top of your Vitality disk, stamina (blue) side up.

From the following round onwards you will be able to select an action for your Hero and take turns as normal.

Exhausted status is also removed from your Hero at the end of a scenario.

Injury cards

When your Hero gains an Injury card (from becoming wounded, or for any other reason), reveal the topmost Injury card from the Injury deck and place it on your Hero board. Each Injury card has a different effect (See Injury card effects, p. 56).

Your Hero keeps the Injury card, even between scenarios, until some effect removes it. When removed, shuffle the Injury card back into the Injury deck.

Conditions

Conditions apply certain positive or (more usually) negative effects to an Ally or Enemy.

Whenever your Hero gains a condition, take the corresponding Condition card and place it on your Hero board. The Condition card remains until its discard condition has been met or the scenario ends. It is then discarded and placed back in the relevant pile of Condition cards.

Whenever a Non-Hero Ally or Enemy gains a condition, place the corresponding Condition token next to its Health Counter die (on its Ally card or Enemy board). The Condition token remains until its discard condition has been met or the scenario ends. It is then discarded and placed back in the relevant pile of Condition tokens. Look at the corresponding Condition card to see what the condition's effects are.

An Ally or Enemy may not have the same condition more than once at the same time. Additionally, an Ally or Enemy may not have more than two conditions at the same time. If an Ally or Enemy gains a third condition, discard the condition with the lowest condition number (shown on the Condition card in brackets after the condition name).

Note: If an Ally or Enemy gains a condition during their turn, that condition will effect the remainder of that turn if possible.

See p. 55 for a full description of all conditions.

Being Hindered

An Ally is Hindered if there are at least as many Enemies as Allies (including them) in the area they are in.

Whenever an Ally is Hindered:

» Their active ability checks achieve 1 fewer success.
» Their recover maneuver restores 1 fewer stamina and heals 1 fewer damage.
» They may not pick up an item.
» They may not give an item to another Hero or receive an item from another Hero.

4. Discard Fate Card

Reveal the top card of the Fate deck and place it face up in the Fate card discard pile. Many scenarios have special rules, such as the use of a timer (see p. 25), which override this, or which cause the revealed Fate card to trigger certain effects.

If the Fate deck is ever empty and you need to reveal a Fate card, shuffle the Fate card discard pile to form a new Fate deck.

The Scenario Map

Areas on the Scenario Map

An area on the Scenario map may be bordered by any combination of single white lines, double white lines, and solid barriers (such as a wall). For clarity, double red lines are sometimes used to denote a solid barrier.

Two areas are adjacent if there is a single or double white line separating them.

Movement may only be performed across single white lines.

Identifying Areas using Story Points

An area may be identified using a Story Point that it contains.

The phrase "adjacent to Ⓑ" means "adjacent to the area containing Ⓑ".

Maximum Capacity

All areas of the Scenario map that Allies and Enemies may move into contain 1 or more white dots. These dots show the maximum capacity of the area; that is, the maximum number of figures that may occupy the area.

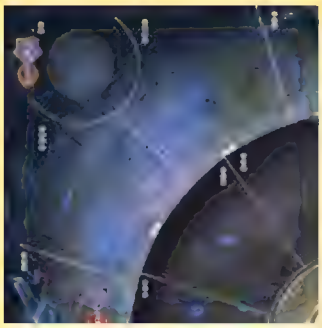
An Ally may only move into an area that is already at maximum capacity if:

» The area contains no Enemies.
» They move out of the area on the same turn.

An Enemy may only move into an area that is already at maximum capacity if:

» The area contains no Allies.
» They move out of the area on the same turn.

In some scenarios it may still happen that an Ally or Enemy ends their turn in an area that is above its maximum capacity. If this happens, move that Ally or Enemy back to the previous area they were in that was not above its maximum capacity.



Example: The area containing Ⓐ and the two areas adjacent to it are at a higher level as they are within a group of areas pointed towards by height symbols.

Range

The range of one area from another on the Scenario map is measured in adjacent areas, using the shortest possible route. You may measure range through single or double white lines, but not through a solid barrier.

Height of an Area

A height symbol ▲▲ on a border between two areas signifies that one of those areas is at a different height to the other.

The height symbol points towards the group of higher level areas and away from the lower level areas.

Moving Between Areas of Different Height

An Ally or Enemy may move normally between two areas separated by a single white line with a height symbol on.

In some circumstances it is possible for an Ally or Enemy to move between two adjacent areas of different height that are separated by a double white line:

» An Ally may fall from the higher area to the lower area (see Falling below)
» An Ally may fix a Hook & Rope (see Hook & Rope on p. 46)
» An Ally or Enemy with Fly may move between them as if they were separated by a single white line (see Fly on p. 16)

Falling

An Ally may move from an area of higher ground across a double white line into an adjacent area of lower ground by spending 1 movement point and:

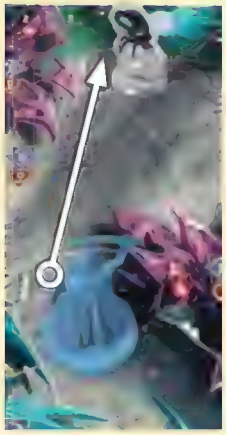
▼ 4 +

Line of Sight

Ranged attacks, Magic attacks, and some other effects require line of sight from one figure to another figure, or from a figure in one area to another area.

In order for a figure to have line of sight to an area, it must be possible to draw a straight line from a part of the area the figure is in to a part of the other area, without going through a solid barrier. Additionally, line of sight may only go through a border showing the height symbol if the higher of the two areas adjacent to that border is either the area where the figure is, or the area they require line of sight to.

A figure that has line of sight to an area also has line of sight to all figures in that area.



Example 1: *While some of the area the skitterer is in is blocked from Lunara's view, she can choose any part of the area she is in and any part of the area the skitterer is in to see if she has line of sight. She does, so she may perform a ranged attack against the skitterer.*

Story Points

Story Points are shown in various areas on a Scenario map.

A Story Point shows 2 values:

- The letter indicates the Story card you should reveal.
- The number indicates the range an Ally needs to be within to trigger the revealing of the Story card.

At any point in your Ally's turn, if they are within the range of a Story Point whose corresponding Story card has not yet been revealed, interrupt your turn and reveal and read the back of the relevant Story card, following any instructions shown. Note: This may occur at the start of an Ally's turn.

Once you have revealed and read the Story card, place it face down on the table and continue your turn. If your Ally is within the range of several Story Points at the same time, reveal and read all of the relevant Story cards (in any order) before continuing your turn.

Example 2: *Lunara may not perform a ranged attack against the skitterer, as the attack would go through an area of a higher level than the area the skitterer is in (as shown by the circled height symbol); she does not have line of sight to the area containing the skitterer.*

Story Cards

When you reveal a Story card, only read the back of the card. Be careful not to read the other side of the Story card, or the front or back of any of the other Story cards until instructed to do so.

Following any instructions shown on the back of the revealed Story card.

Note: Sometimes a Story card may be revealed in multiple ways: by multiple Story Points showing the same letter, or by instructions on another Story card or elsewhere. However, each Story card can only be revealed once; once a Story card has been revealed, ignore all further instructions to reveal that Story card.

Layout of a Story card

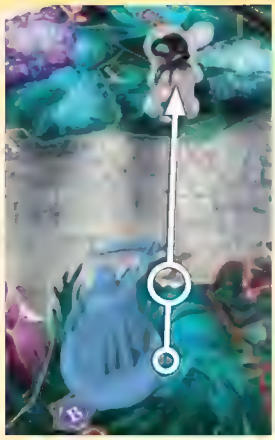
Flooded Inn
H
H
H
The Shimmering Squid
In the common room, the innkeeper is desperately trying to direct customers upstairs. One, a silk merchant, is ignoring him, and is instead making her way back to her room. Meanwhile the young barmaid of the Shimmering Squid is standing behind the bar, clearly concerned about something.
The stout korallian innkeeper heartily welcomed you yestereve, but is now fighting off a panic.
0
Offer help
FLIP
Flipping Story cards (page 10)
Scenario name
Story Point
Illustration
Title
Story text
Story card range
Section title
Resolution
Rules reminder

Story card back:

Sections of a Story card

Some sections on a Story card have a numerical (non-infinite) range. Interacting with these sections is optional. In order to interact with such a section, your Hero must be within the range shown of the corresponding Story Point. Non-Hero Allies may not interact with a section of a Story card that has a numerical range.

Some sections on a Scenario do not show a range or show an infinite range. These sections are always active, and any instructions in them must be followed immediately, even if the card was revealed by a Non-Hero Ally.



Example 3: *Lunara may perform a ranged attack against the skitterer. The line goes through an area of a higher level than the area the skitterer is in, but it does not go through a border showing a height symbol; she has line of sight to the area containing the skitterer.*

Flipping Story cards

Story cards often have requirements under which they may be flipped, such as a Hero making a successful active ability check or spending a maneuver, or just by being within a certain range. If the given requirement is fulfilled, flip the Story card over and read the other side, following any instructions given.

Remember that only Heroes may interact with a section of a Story card that has a numerical range value.

Overlaying Story cards

Some Story cards show part of the Scenario map on them when they are flipped. After flipping one of these Overlay cards, place it on the Scenario map in the relevant position by matching the overlay image on the card with the Scenario map.

To help you place the Overlay card, follow the steps below:

1. Align any Story Points or symbols on the Overlay card in the same orientation as those already on the Scenario map.
2. Find the small diagram on the Overlay card. This gives an indication of where on the Scenario map it should be placed. If the diagram shows the card outside of the map, place it next to the map in the position shown.
3. Place the Overlay card and then adjust its position until its image exactly lines up with the image on the Scenario map.

If there are any Hero or Enemy or other game components in the area where the Overlay card is placed, move them out of the way, place the card, and then replace the figures and components.

Overlay cards: new areas

When an Overlay card splits an area into several new areas, any figures in the area that is overlaid are placed in one of these new areas. You may decide which of the new areas each of the figures is placed in, being careful not to exceed the maximum capacity of any of these areas.

Overlay cards: combining areas

When an Overlay card combines several areas into a single new area, any figures in the areas that are overlaid are placed in the new area. If this exceeds the maximum capacity of the new area, place some of these figures in adjacent areas until the maximum capacity is no longer exceeded. In this case an area is only considered adjacent if it is separated by a single white line.

Connecting Story cards

Some Story cards show an extension to the Scenario map when they are flipped and have a "Connects to" banner along one edge that shows where they connect to the Scenario map. Sometimes a Connecting Story card will connect to another Connecting Story card instead of the Scenario map.

Once you place the Connecting Story card, for all purposes, treat the banner as if it were a single white line separating the area the card connects to (indicated on the banner) and the area adjacent to the banner on the Connecting Story card.

Example: *This banner shows that this Connecting Story card will connect to the area containing* ◇. *As the banner is now treated as a single white line, an Ally or Enemy may move from the area containing* ◇ *to the area adjacent to the banner on the Connecting Story card and vice versa. They may also perform a ranged or magic attack, or other ranged effect from one to the other, or through them from other areas, etc.*

Timers

A timer uses the values on the Fate cards to count to a target number. On reaching this number an event will occur, and the timer will usually be reset or stopped.

Starting a Timer

When instructed to start a timer, from that round onwards, place the Fate card revealed at the end of each round in a separate pile from the Fate card discard pile. Any Fate cards that were discarded in previous rounds remain in the Fate card discard pile. This new pile is called the Timer pile.

Reaching a Target Number

Each time you place a Fate card in the Timer pile, total the values of all Fate cards in the Timer pile, including the newly placed one. If this total equals or exceeds the timer's target number, the given event will occur.

For timers with higher target numbers (over 10) you may want to use one or more Counter dice to record the total or arrange the Fate cards in the Timer pile in separate groups, each with a total value of ten.

Resetting a Timer

When instructed to reset a timer, remove all but the most recently placed Fate card from the Timer pile and place them in the Fate card discard pile. The timer will start its count again. This count includes the Fate card remaining in the Timer pile.

Stopping a Timer

When instructed to stop a timer, remove all Fate cards from the Timer pile and place them in the Fate card discard pile. From that round onwards, you should place the Fate card revealed at the end of each round into the Fate card discard pile.

Traps

Whenever a trap is triggered, reveal and resolve the top Trap card of the Trap deck, and then immediately shuffle the Trap card back into the Trap deck.

Trap Deck

Most scenarios do not use the Trap deck, so we recommend leaving the Trap cards in the box until required. If a scenario instructs you to place 1 or more Trap tokens on the Scenario map during setup, that scenario uses the Trap deck. Other scenarios may also use the Trap deck, but you are not told at the start of the scenario so as not to spoil the surprise! If the Trap deck is required, shuffle the Trap cards and place them face down below the Scenario book to create the Trap deck.

Trap Tokens

A Trap token in an area indicates there is a trap in that area.

If a Hero moves into the same area as a Trap token, they may try to disarm the trap:

6 (Disarm traps: +2 ✥)

Success: Discard the Trap token.

Fail: Discard the Trap token and trigger a trap in that area.

If the Hero does not try to disarm the trap, or a Non-Hero Ally or Enemy moves into the same area as a Trap token, discard the Trap token and trigger a trap in that area.

Setting a Trap

Some effects allow an Ally or Enemy to set a trap. Place a Trap token within the range designated by the effect. Enemies will always set a trap as close to an Ally as possible. A trap may not be set in an area of a different height to the area the Ally or Enemy is in.

The End Of A Scenario

Each scenario has a different scenario end condition. When the condition is met, read the appropriate outcome and conclusion. You may take any items and Star on the scenario map at the end of the scenario.

Achievements

Check through the Achievements section at the end of the scenario to see if you completed any of the achievements shown.

Each Hero that completed an individual achievement gains an Achievement gem. Completing a group achievement gains every Hero an Achievement gem.

Note: Arena scenarios do not have achievements.

Clean Up

- If you have now completed all of the scenarios of your current level that show an experience symbol ★, you will gain a level at the start of the next City step (see Experience Points and Gaining a Level on p. 26).
- If the scenario was an arena scenario, keep the Scenario card; you may replay this scenario. Otherwise, remove the Scenario card from the game unless otherwise instructed.
- Return all Story cards to the Story deck.
- Discard any tokens (except for Item tokens) you gained during the scenario, including tokens that are treated as items during the scenario (such as Runic Plates).

Recovering After a Scenario

At the end of each scenario, remove wounded and exhausted status and any conditions from your Hero if they have them. Your Hero is restored and healed to full stamina. They keep any Injury cards they may have.

If you have a Henchman, read the relevant entry in the Story Book shown in the Hire Henchman service, depending on whether the Henchman was exhausted or not. If the Henchman was exhausted, they are removed from play and may not be hired again. If the Henchman was not exhausted, they may gain experience.

Additional Rules

Experience Points and Gaining a Level

In order to gain a level your Heroes must earn experience points ★ by playing scenarios; some scenarios reward your Heroes with an experience point and some do not. Whether you successfully complete a scenario or not, you will still gain any experience point reward it may give.

To advance from level 1 to level 2, your Heroes must earn 2 experience points. To advance from level 2 to level 3 they must earn an additional 3 experience points, and so on (an additional 4 for level 4, and an additional 5 for level 5). Each Hero gains a level at the same time; Heroes will always be the same level as each other.

When you have enough experience points, you will gain a level at the start of the next City step. The following table details what happens at each level:

Level 1: Read Level 1 of your Hero Book and the Campaign Book

Level 2: Read Level 2 of your Hero Book and the Campaign Book

- Gain a new Vitality disk and a Stamina chip.
- Choose a Class from the two available for your Hero.
- Gain a Class Skill.
- Gain two Level 2 Action tokens.
- Unlock an Action slot.
- Your Hero may learn a Profession.

Level 3: Read Level 3 of your Hero Book and the Campaign Book

- Gain a new Vitality disk and a Stamina chip.
- Gain a Class Skill.
- Gain two Level 3 Action tokens.
- Unlock an open Action slot.

Level 4: Read Level 4 of your Hero Book and the Campaign Book

- Gain a new Vitality disk and a Stamina chip.
- Gain a Class Skill.
- Gain two Level 4 Action tokens.
- Unlock an Action slot.
- Gain an Inspiration gem.

Level 5: Read Level 5 of your Hero Book and the Campaign Book

- Gain a new Vitality disk and a Stamina chip.
- Gain a Class Skill.
- Gain two Level 5 Action tokens.
- Unlock an open Action slot.

Reading Your Hero Book

Your hero book is split into 2 sections.

Section 1 contains an entry for each level that you should read when you gain that Level.

Follow any instructions contained in the entry when you read it for the first time. You may read these entries again whenever you like, but do not follow the instructions again.

After each of these entries is a list of City Activities that your Hero may perform in the City Step. You may only perform activities from the list for your current level.

Some may have conditions such as only being performed once, once at this level, once per City step, spending Star, or having a certain keyword in your Hero or Party journal. You may only choose an option if you fulfill the condition.

Section 2 contains story entries that you may be instructed to read. This will be shown by your Hero symbol and a 2 digit entry number.

***Example:** At the start of the campaign there are 2 scenarios that will earn your Heroes an experience point: Twilight Watch and The Vault of the Ancients. Once you have played both of these scenarios, your Heroes will all advance to level 2.*

Find the correct entry number using the numbers at the start of each entry title, trying not to looking at the title name or contents of any other entries.

Once you find the correct entry, read its title and contents, and follow any instructions within.

The entry may offer you a choice of several options. If it does, make your choice and follow any instructions for that option.

An entry may instruct you to read another entry. If it does, find and read that entry in the same way.

If you are not instructed to read another entry, close that page of your Hero Book.

Reading the Campaign Book

At each level, read the next level of the Campaign Book. While you may still read previous levels of the Campaign Book, you may only interact with the section corresponding to your current level.

Gain a New Vitality disk and a Stamina Chip

At each level from level 2 onwards, you gain your new level's Vitality disk and another Stamina chip (as shown on the disk).

Choosing a Class

When your Hero reaches Level 2, you must choose a Class from the two available for your Hero. Once you have chosen a Class it may not be changed.

Read both sides of the two Class cards showing your Hero's name and icon. The back of each card shows the name and description of the Class. The front of each card lists the five Class Skills you may learn if you choose that Class. A description of each of these Class Skills is shown on p. 29.

Your choice of Class will also determine the actions your Hero gains as they gain levels. A description of each Hero action is shown on p. 31.

When you have chosen your Class, place the corresponding Class card in your Hero board and return the other to the box.

Gaining a Class Skill

When you gain a Class Skill, choose one of the five Class Skills shown on your chosen Class card and tick the box to the left of it. Your Hero may now benefit from this Class Skill. A description of each Class Skill is shown on p. 29.

You gain a new Class Skill at each level starting at level 2. Therefore, by the time you are level 5 you will have gained four of the five Class Skills shown on your chosen Class card.

Gaining Action Tokens

You gain two Action tokens at each level. One of the Action tokens you gain is determined by the Hero you are playing and the other is determined by your Hero's chosen Class. Take the two corresponding Action tokens and place them in your Hero board.

A description of each Hero action is shown on p. 31.

Unlocking an Action Slot

At each level you unlock an Action slot, as shown on your Hero's Extra Actions board. This enables you to have another action available to use during a scenario, giving you more choice of which action to select during each round.

The Action slots you unlock at level 3 and level 5 are open Action slots (see p. 14).

Learning a Profession

Once your Hero has reached Level 2, they may learn a profession. Each profession may only be learned by one Hero, and each Hero may only learn one profession. Your Hero does not have to learn a profession.

To learn a profession, visit the relevant service (see the Campaign Book) and pay the cost shown. For more information, see "Professions" on p. 39.

Gain an Inspiration gem.

At level 4 your Hero gains an Inspiration gem. For more information, see "Inspiration Gems" on p. 5.

Game Effects

Locking Stamina

Some Hero actions and Item cards require you to lock stamina to use their effects. To lock an amount of stamina, remove an equal amount of Stamina chips from your Vitality disk and place them:

- To the left of the Action token (underneath your Action Selection marker), or
- On the Item card.

If you do not have enough Stamina chips remaining on your Vitality disk, you may not perform the action / use the item.

The action or item remains in effect while the stamina remains locked on it. You may voluntarily end one of these effects at any time. If you do, place the locked Stamina chips above your Hero board.

Locked Stamina chips count as being spent. As such, if you take damage and

- There are no Stamina chips remaining on your Vitality disk,
- You have no spent Stamina chips above your Hero board, and
- There is damage remaining,

You must remove as many locked Stamina chips as there is damage remaining, if possible, and flip them to their wound side, placing them to the right of your Hero board. You may choose the order in which to remove locked Stamina chips.

Then, if you have fewer locked Stamina chips to the left of an Action token or on an Item card than it requires, place any of its remaining locked Stamina chips above your Hero board, stamina side up. The passive action ends / You are no longer using that item.

Special Initiatives

Some Hero actions and Item cards have special initiatives:

- : You take your turn first this round. You may not benefit from any bonus maneuver symbols on this round's Initiative card.
- : You take your turn last this round. You may not benefit from any bonus maneuver symbols on this round's Initiative card. If a Hero has another special initiative effect, takes precedence.
- : After any Ally's turn, you may decide to immediately take your turn. You still only get one turn in each round. You may not benefit from any bonus maneuver symbols on this round's Initiative card.

Even if you have used the special initiative part of an action, you may still perform the rethink action in place of your chosen action.

If several Allies or Enemies have the same special initiative, decide on their turn order as normal for Allies or Enemies with the same initiative.

If a Hero has both and , they may choose which one to use.

Drain X

When an Enemy is drained, it takes the amount of damage shown (the X value) and the Ally who drained it is healed for the same amount. If the amount of damage required to defeat an Enemy was less that the amount of damage dealt to it, only heal damage equal to this lower amount.

Defeated

An Enemy is defeated when its health is reduced to 0.

Some effects may also cause an Enemy to be defeated.

When an Enemy is defeated, remove its figure from the scenario map. If it has a defeat effect shown in the Ability Reminder / Defeat Box on its Enemy card, resolve that effect.

Evade

Each point of Evade an Ally has prevents 1 damage from 1 Enemy's provoke each turn.

Jump

Some effects allow an Ally to jump from one area on the Scenario map to another area on the Scenario map.

To jump:

- You must have line of sight to the area you jump into and it must be within the range shown on the jump effect you are using.
- Your Hero is not considered to have entered any of the areas in between.
- You may jump over single and double white lines, but not through solid barriers.
- You are still subject to any Enemy Provoke abilities from the area you leave.
- You may not jump into an area that is at maximum capacity.
- You may not jump into a higher area than the area you leave unless you also have the Fly effect.
- If you jump into a lower area than the area you leave, you are considered to have fallen into that area unless you also have the Fly effect. See Falling on p. 23.
- Effects (such as conditions) that prevent or reduce movement also prevent or reduce a jump.

Mirror

An Ally or Enemy with Mirror takes no damage or stamina loss from an attack. Instead, the attacking Enemy or Ally suffers the attack's damage (or the attack's stamina loss as an equal amount of damage). Allies do not roll a reactive check to reduce the damage or stamina loss and an Enemy's shield value does not reduce the damage.

For attacks that apply a Condition as well as damage or stamina loss, neither Ally nor Enemy gain that Condition.

Mirror has no effect on attacks that apply a Condition but do not cause damage or stamina loss.

Overkill Damage

When you defeat an Enemy, the overkill damage is the difference between the damage the attack did and the health that the Enemy had before that attack. If you did not defeat the Enemy, there is no overkill damage.

Pierce

Each point of Pierce on an attack allows you to ignore 1 point of shield each Enemy targeted by the attack has.

Pull·X

When an Ally or Enemy figure is pulled, move it the number of areas shown (the X value) directly towards the source of the pull effect. "Directly towards" means than each area it is moved into must be closer to the source of the pull effect than the area it just moved out of.

If no range is given for a Pull effect, it has a range equal to the X value.

The figure may be moved across either:

- Single white lines, or
- Double white lines, if moving from an area of higher ground to an area of lower ground.

If a figure is moved across double white lines from an area of higher ground to an area of lower ground, unless it has Fly:

- If it is an Ally: 4 +
- If it is an Enemy, it suffers 2 damage and gains

If a figure is moved into an area that causes an effect to happen when moved into (such as an area triggering a section on a Story card or containing a Trap token), that effect is triggered.

The figure may not move into an area that is at maximum capacity. If there is more than one area the figure may move into, you may choose one of those areas.

Large and huge Allies and Enemies may not be pulled.

The pull effect ends if the figure moves into the same area as the source of the pull effect, or the figure is prevented from moving.

If multiple figures are being pulled, pull them in order from closest to furthest away from the source of the pull effect.

Push·X

When an Ally or Enemy figure is pushed, move it the number of areas shown (the X value) directly away from the source of the push effect. "Directly away from" means than each area it is moved into must be further away from the source of the push effect than the area it just moved out of.

The figure may be moved across either:

- Single white lines, or
- Double white lines, if moving from an area of higher ground to an area of lower ground.

If a figure is moved across double white lines from an area of higher ground to an area of lower ground , unless it has Fly:

- If it is an Ally: 4 +
- If it is an Enemy, it suffers 2 damage and gains

If a figure is moved into an area that causes an effect to happen when moved into (such as an area triggering a section on a Story card or containing a Trap token), that effect is triggered.

The figure may not move into an area that is at maximum capacity. If there is more than one area the figure may move into, you may choose one of those areas.

Large and huge Allies and Enemies may not be pushed.

The push effect ends if the figure is prevented from moving.

If multiple figures are being pushed, push them in order from furthest away to closest from the source of the push effect.

Revenge

When an Ally or Enemy with Revenge takes damage or stamina loss from an attack, the attacking Enemy or Ally also suffers an equal amount of damage (or the attack's stamina loss as an equal amount of damage). Allies do not roll a reactive check to reduce the Revenge damage or stamina loss and an Enemy's shield value does not reduce the Revenge damage.

For attacks that apply a Condition as well as damage or stamina loss, the attacker does not gain the Condition.

Revenge has no effect on attacks that apply a Condition but do not cause damage or stamina loss.

Riposte X

Riposte causes the damage shown (the X value) to an Enemy that attacks an Ally under the described circumstances, such as within a certain range, or with a certain type of attack. If no range is given, the range is infinite. An Enemy's shield value does not reduce the Riposte damage.

Summoning

When a Hero action summons a token, place that token in a stand and place it on the Scenario map as described.

Summoned tokens do not take up any capacity in an area and may not be targeted by Enemies unless described otherwise.

Just as with spawned Enemies, summoned tokens may not move or attack until the following round.

Teleport

Some effects allow an Ally or Enemy to teleport from one area on the Scenario map to another area on the Scenario map.

To teleport:

- The Ally or Enemy must have line of sight to the area it is teleporting into and it must be within the range shown on the teleport effect it is using.
- The Ally or Enemy is not considered to have entered any of the areas in between.
- The Ally or Enemy may teleport over single and double white lines, but not through solid barriers.
- Allies are not subject to any Enemy Provoke abilities from the area they leave.
- The Ally or Enemy may teleport into an area that is at maximum capacity whether it contains Enemies or Allies, although they may still not end their turn there.
- Effects (such as conditions) that prevent or reduce movement do not affect a teleport.

Teleport tokens

Some scenarios place blue Teleport tokens on the Scenario map. The scenario will explain any additional rules for using these teleporters, such as whether to place the tokens active or inactive side up.

Some items allow you to place purple Teleporter tokens on the map.

An Ally in the same area as an active Teleport token may teleport to another Teleport token (active or inactive) of the same color. Follow the normal teleport rules above with the following exceptions:

- Line of sight to the Teleport token your are teleporting to is not required.
- If the effect that places the Teleporter token does not specify a range for the teleport, the range is infinite.
- You must spend 1 movement point to teleport.

Class Skills

Orenosh · Marauder

Dual Wielder: You may use the effects and add the modifiers of both weapons during your melee attack.

Skirmisher: Each time you perform a melee attack action you may move 1 either before or after the attack.

Eviscerate: Each Enemy that takes damage from your Charge attack also gains the Bleeding condition.

Fiery Heart: Each time you defeat an Enemy, heal 2 of your damage.

Armor & Shield Proficiency: See Locking Stamina on p. 28.

Orenosh · Pyroblade

Immolation: Spend a maneuver. Roll 1 extra during each melee or magic attack you make this turn.

Fire Shield: Each time you take damage from a melee attack, gain Riposte 1 against that attack. See Riposte on p. 29.

Combustion: Your Fire Blast attack becomes an area 0 attack. See Area Attacks on p. 31.

Fiery Soul: Each time you defeat an Enemy, restore 3 spent stamina.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Jonai • Blademaster

Dual Wielder: You may use the effects and add the modifiers of both weapons during your melee attack.

Melee Weapon Mastery: Each melee attack on an Enemy who has not yet taken their turn this round gets +1 success.

Energy Infusion: Once per turn you may flip one of your spent Stamina chips from its stamina side to its wound side, placing it to the right of your Hero board, or from its wound side to its stamina side, placing it above your Hero board.

Armor & Shield Proficiency: See Locking Stamina on p. 28.

Precision: Roll 1 extra during your first Blades of Wrath attack.

Jonai • Ao Hunter

Lightning Reflexes: You may use your Rethink action to gain an extra maneuver instead of using it to gain 1 movement point or restore 1 spent stamina.

Energy Infusion: Once per turn you may flip one of your spent Stamina chips from its stamina side to its wound side, placing it to the right of your Hero board, or from its wound side to its stamina side, placing it above your Hero board.

Sniper: Your ranged attacks ignore the obstructed aim penalty.

Chosen One: Each time you defeat an Enemy, gain 1 Achievement gem.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Lunara • Knight

Skirmisher: Each time you perform a melee attack action you may move 1 either before or after the attack.

Mighty Strike: Spend a maneuver. Roll 1 extra during each melee attack you make this turn.

Retaliate: Each you roll during a reactive ability check against a melee attack may be used to gain Riposte 1 against that attack. See Riposte on p. 29.

Armor & Shield Proficiency: See Locking Stamina on p. 28.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Lunara • Paladin

Redemption: Add 1 maximum range and +1 success to your Flash Heal and Revival actions.

Bless: When you use your Flash Heal action, the targeted Ally also gains the Bless condition.

Benevolent Aura: All other Allies within range 1 heal 1 extra damage each time they perform a recover maneuver to heal damage.

Armor & Shield Proficiency: See Locking Stamina on p. 28.

Vigor: Each time you take damage from a melee attack, restore 1 spent stamina.

Matajam • Ranger

Sniper: Your ranged attacks ignore the obstructed aim penalty.

Melee Weapon Mastery: Each melee attack on an Enemy who has not yet taken their turn this round gets +1 success.

Targeting: Spend a maneuver. Add 1 maximum range and 1 success to each ranged attack you make this turn.

Sharp Claws: Roll 1 extra during your Raging Nalam attack.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Matajam • Shaman

Abolish: Spend a maneuver to remove all conditions from an Ally within range 3 of your Hero.

Clear Mind: Your will increases by 1.

Barkskin: If you are not wearing any armor (including Helmets and Helms), each you roll during a reactive ability check may be used to add1 to your roll.

Spirit Link: All other Allies within range 1 of your Nalam restore 1 extra spent stamina each time they perform a recover maneuver to restore spent stamina.

Hex: Spend a maneuver to give an Enemy within range 2 the Weakened condition.

Torrax • Guardian

Crystal Crust: Add 1 to each reactive agility check you roll.

Swing Weapon: You may perform melee attacks at range 1. If you are using a melee weapon that allows you to attack at range, increase its maximum range by 1.

Forced March: This move maneuver allows you to spend 2 stamina to gain 3 movement points.

Melee Focus: Do not reduce the damage you heal from your recover maneuver when you are Hindered.

Protective Ward: All other Allies within range 1 add 1 to each reactive ability check they roll against a melee attack.

Torrax • Geomancer

Earth Link: Spend a maneuver. Add 1 maximum range and 1 success to each magic attack you make this turn.

Willpower: When you roll a reactive Will check, roll 1 extra .

Molten Joints: Your agility increases by 1.

Diligent: Do not reduce the spent stamina you restore from your recover maneuver when you are Hindered.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Venia • Assassin

Dual Wielder: You may use the effects and add the modifiers of both weapons during your melee attack.

Sprint: This move maneuver allows you to spend 3 stamina to gain 4 movement points.

Evasion: See Evade on p. 28.

Shadow Stalker: Add 1 success to each attack you make with a dagger. Item cards 010, 080, and 081 are daggers.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Venia • Witch

Touch of Aox: This recover maneuver allows you to heal 3 damage.

Warp Fate: You may suffer 1 damage to reroll a magic attack. You may reroll the same magic attack more than once.

Blood Bond: If you have 4 or more Stamina chips that are wound side up, gain 1 extra success on each magic attack.

Dark Pact: For each you roll during a magic attack you may suffer 1 damage to gain 2 successes instead of spending 2 stamina.

Forbidden Magic: Each Enemy that takes damage from your Void Bolt attack also gains the Bleeding condition.

Zuva'Sai • Hydromancer

Infusion: This recover maneuver allows you to restore 4 spent stamina if you have used a magic action this turn .

Arcane Focus: Spend a maneuver. Roll 1 extra during each magic attack you make this turn.

Spell Sniper: Your magic attacks ignore the obstructed aim penalty.

Toughened Corals: When you roll a reactive Might check, roll 1 extra .

Exploding Runes: When using your Runic Trajection attack, you may target an Enemy in each of 2 adjacent areas. Roll once and apply the result to both targets. Both targets must be in line of sight and within range. The Obstructed Aim penalty may apply to one or both targets.

Zuva'Sai • Telepath

Levitate: This move maneuver allows you to spend 1 stamina to gain 3 movement points.

Opaque Shape: Each you roll during a reactive ability check may be used to reroll that die.

Telepathic Tendril: Add 1 maximum range to your magic attacks.

Psychic Aura: All other Allies within range 1 restore 1 extra spent stamina each time they perform a recover maneuver to restore spent stamina.

Tactics: After you have selected your action but before the Initiative card is revealed, you may spend 1 stamina to change your Initiative to any Ally initiative. Place the appropriate Initiative token over your chosen action's initiative symbol to remind you. Remove the Initiative token at the end of the round.

Hero Actions

Many of the Hero actions use common effects. These are described below, followed by a detailed description of each Hero action.

Attack Actions

When you perform an attack action you must make any choices about which Enemies or areas you are targeting before rolling any .

When you roll on one or more during an attack that targets several Enemies, any stamina you spend will increase the damage suffered by all Enemies targeted by the attack.

Marking Allies, Enemies, Areas, and Weapons

Some Hero actions use one or more tokens to mark Allies, Enemies, areas of the Scenario map, or Item cards.

To mark an Ally, place the token on that Ally's Hero board or Ally card.

To mark an Enemy, place the token next to that Enemy's Health Counter die on its Enemy board.

To mark an area of the Scenario map, place the token in that area.

To mark an Item card, place the token on that Item card.

If you perform the action again and the token(s) are still placed, take them back and place them again.

You may want to place the token in a stand to make it more visible.

Hero tokens:

Drenosh Jonai Lunara Matajam Torrax Venia Zuva'Sai

Passive Actions

All level 3 Hero actions are passive actions. Passive actions require you to lock 1 or more stamina (see Locking Stamina on p. 28).

If a passive action ends:

- Place any of its remaining locked Stamina chips above your Hero board, stamina side up.
- If the passive action uses one or more tokens, take back those tokens.

If you perform a passive action while the same passive action is already active, the previous passive action ends.

You may voluntarily end a passive action at any time.

Cleave

You may share the damage caused by an attack with cleave in any way you like among several Enemies within range. You do not need to decide which Enemy you are attacking before you roll the attack.

Area attacks

Area attacks affect every Enemy in one or more areas. The number in the hex symbol shows at what range areas are affected. This range is measured from the area targeted by the area attack.

All Enemies in the area within the given range are affected by the area attack. An area must be within line of sight of the targeted area to be affected. Areas of a different height may be affected by the attack as long as they are in line of sight.

Obstructed aim penalty does not apply to any damage caused by an area attack.

Adjacent Area Attacks

Target all Enemies in 2 adjacent areas.

Straight Line Attacks

Target up to one Enemy in each of the 3 / 4 areas in a straight line of sight from your area. Obstructed aim penalty does not apply to any damage caused by a straight line attack.

Focus Action

Selecting the focus action allows you to roll 1 extra die during every active and reactive ability check you perform this round, even before your turn. If you use the focus action to roll an extra die, you may no longer change your action to the rethink action on your turn.

Extra Maneuver Action

The extra maneuver action allows you to perform another maneuver during your turn.

Drenosh · Level 1

Judicious Shot
Make a melee or ranged attack using 2 .

Fiery Strike
Spend 2 stamina. Make a melee or ranged attack using 3 .

Disengage
Spend 1 stamina. Make a melee attack using 2 . You get Evade 1 this turn.

Drenosh · Level 2

Flaming Fury
Spend 4 stamina. Make a melee attack using 2 , and then another using 1 .

Charge (Marauder)
Spend 3 stamina. Make a melee attack using 2 . This attack gets +1 success for each movement point you have spent on moving this turn.

Fire Blast (Pyroblade)
Spend 2 stamina. Make a range 4 magic attack using 3 .

Drenosh · Level 3

Fiery Weapon
A passive action. When you lock 1 stamina on this action, choose your Hero or another Hero in the same area as your Hero. Mark a melee weapon that Hero is carrying with the Fiery Weapon token. Each time the marked weapon is used to make a melee attack, add 1 success to that attack. The marked weapon counts as a Light source.

Sneak (Marauder)
A passive action. When you lock 2 stamina on this action, gain the Invisible condition. If you lose the Invisible condition or perform a recover maneuver, this passive action ends. If this passive action ends, you lose the Invisible condition.

Fire Trap (Pyroblade)
A passive action. When you lock 1 stamina on this action, mark the area you are in with the Fire Trap token. If an Enemy moves into the marked area, that Enemy suffers 3 damage and this passive action ends.

Drenosh · Level 4

Curse of Blood
Spend an Inspiration gem. Mark an Enemy in line of sight within range 4 with the Curse of Blood token. The marked Enemy permanently gains the Weakened condition while it is marked. If the marked Enemy is defeated, take back the Curse of Blood token.

Bladefury (Marauder)
Spend an Inspiration gem. Roll a melee attack using 2 . This attack targets all Enemies in line of sight in area 1.

Hellfire (Pyroblade)
Spend an Inspiration gem. Choose a number equal to or lower than the amount of Stamina chips you have that are stamina side up (unspent, spent, or locked). Suffer damage equal to the chosen number. Make an area 1 magic attack using 0 + a number of successes equal to the chosen number.

Drenosh · Level 5

Intercept
Spend 3 stamina. Make a melee attack using 3 .

Chaos Strike (Marauder)
Spend 3 stamina. Make a melee or ranged attack using 3 . This attack gets +2 successes if the target of the attack is at full health.

Wall of Fire (Pyroblade)
Spend 4 stamina. Mark 2 adjacent areas in line of sight within range 3 with a Wall of Fire token. Each time an Enemy moves into either of the marked areas, they suffer 2 damage.

Jonai · Level 1

True Strike
Make a melee or ranged attack using 1 . This attack gets +2 successes.

Defender of Mion
Spend 1 stamina. Make a melee attack using 2 . Gain 1 shield during each reactive ability check against an attack until the end of the round.

Channel Energy
Mark another Ally in line of sight within range 3 with the Channel Energy token. The next time the marked Ally rolls 1 or more or , they roll 2 more dice and you take back the Channel Energy token.

Jonai · Level 2

Reactive Attack
Spend 1 stamina. Make a melee or ranged attack using 2 .

Blades of Wrath (Blademaster)
Spend 3 stamina. Make a melee attack using 1 , and then another using 1 .

Radiant Shot (Aox Hunter)
Make a ranged attack using 2 . If you are attacking an Aox Enemy, this attack gets +1 success.

Jonai · Level 3

Spell Shield
A passive action. When you lock 1 stamina on this action, mark your Hero or another Ally in line of sight within range 2 with the Spell Shield token. The marked Ally has Riposte 2 against all magic attacks.

War Dancer (Blademaster)
A passive action. If there is 1 stamina locked on this action, your Hero recovers an amount of spent stamina equal to any Overkill damage that an attack you make does.

Sentinel's Mark (Aox Hunter)
A passive action. When you lock 1 stamina on this action, mark an Enemy in line of sight within range 3 with the Sentinel's Mark token. Each time your Hero attacks the marked Enemy, roll an and add the number of successes you roll to the damage you do to that Enemy.

Jonai · Level 4

Alteration
Spend an Inspiration gem. Choose your Hero or another Hero in line of sight within range 3. The chosen Hero may flip all of their Stamina chips that are wound side up to their stamina side. The Stamina chips are still spent.

Split in Two (Blademaster)
Spend an Inspiration gem. Roll a melee attack using 3 . Double the attacks total successes before applying the damage.

Summon Arrow (Aox Hunter)
Spend an Inspiration gem. If Item card 064 "Heartseeker Arrow" is in the Stock, gain it. If you still have this Item card at the end of the scenario, discard it.

Jonai · Level 5

Phasing Strike
Spend 2 stamina. Make a melee attack using 3 . You may Move 1, either before or after this attack.

Bladestorm (Blademaster)
Spend 2 stamina. Roll a melee attack using 3 . This attack has range 1 and Cleave.

Arrowstorm (Aox Hunter)
Spend 4 stamina. Make a ranged attack using 1 , then another using 1 , and then another using 1 .

Lunara · Level 1

Stalwart Smite
Make a melee or ranged attack using 2 .

Flash Heal
Choose your Hero or another Ally within range 3. Roll 3 . The chosen Ally heals an amount of their damage equal to the number of successes rolled.

Gallant Strike
Spend 2 stamina. Make a melee or ranged attack using 3 .

Lunara · Level 2

Shield Bash
Requires a shield as an active item. Make a melee attack using 2 . No other weapon modifiers may be used during this attack. This attack has Push·1.

Debilitate (Knight)
Spend 2 stamina. Make a melee or ranged attack using 2 . An Enemy that takes damage from this attack gains the Weakened condition.

Blade of Justice (Paladin)
Spend 4 stamina. Make a melee attack using a number of equal to 2 plus your Will.

Lunara · Level 3

Guardian of Light
A passive action. If there is 1 stamina locked on this action, it counts as a light source and any healing effect (including the recover maneuver) performed by Lunara or on Lunara heals an extra 1 damage.

Aura of Courage (Knight)
A passive action. If there is 2 stamina locked on this action, whenever your Hero or another Ally in line of sight within area 2 makes a melee or ranged attack, add 1 success to that attack.

Consecrate (Paladin)
A passive action. When you lock 2 stamina on this action, place the Consecrate token in the same area as your Hero. Any Ally in the same area as the Consecrate token and who is not hindered may, once on their turn, heal 2 of their damage.

Lunara · Level 4

Revival
Spend an Inspiration gem. Choose your Hero or another Ally in the same area as your Hero, and one of the following effects:
- Heal 5 damage to the chosen Ally.
- Remove wounded status from the chosen Ally.

Armor of Faith (Knight)
Spend an Inspiration gem. Mark your Hero or another Ally in line of sight within range 5 with the Armor of Faith token. The marked Ally gains Mirror against the next melee attack that targets them. After this attack, take back the Armor of Faith token.

Light of Aiun (Paladin)
Spend an Inspiration gem. Push·2 all Enemies in line of sight within range 1. All Allies in line of sight within range 1 heal 3 of their damage and gain the Blessed condition.

Lunara · Level 5

Weapon of Fate
Spend 3 stamina. Make a melee attack using 3 . Heal an amount of damage to your Hero equal to any Overkill damage this attack does.

Righteous Fury (Knight)
Spend 3 stamina. Make a melee attack using 2 . Additionally, all Enemies in line of sight within range 1 suffer 2 damage.

Divine Shield (Paladin)
Spend 2 stamina. Mark your Hero or another Ally in line of sight within range 3 with the Divine Shield token. The next time the marked Ally rolls a Reaction check against an attack, they get 2 extra successes and gain the Blessed condition. After this attack, take back the Divine Shield token.

Matajam · Level 1

Swift Strike
Make a melee or ranged attack using 2 .

Aimed Shot
Spend 1 stamina. Make a ranged attack using 3 .

Dancing Blade
Spend 1 stamina. Make a melee attack using 2 . You may move 1 either before or after this attack.

Matajam · Level 2

Raging Nalam
Spend 2 stamina. Your Nalam makes a melee attack using 2 . An Enemy that takes damage from this attack gains the Slowed condition.

Twin Shot (Ranger)
Spend 3 stamina. Make a ranged attack using 2 , and then another using 1 .

Bane (Shaman)
Spend 1 stamina. Roll a magic attack using 2 . This attack targets all Enemies in one area in line of sight within range 3.

Matajam · Level 3

Enchanted Nalam
A passive action. If there is 1 stamina locked on this action, your Nalam may spend 1 extra movement point each time it moves and its Provoke increases by 1.

Stun Trap (Ranger)
A passive action. When you lock 3 stamina on this action, mark the area your Hero is in with the Stun Trap token. If an Enemy moves into the marked area, that Enemy gains the Stunned condition and this passive action ends.

Insect Swarm (Shaman)
A passive action. When you lock 2 stamina on this action, summon the Insect Swarm token in line of sight within range 1.
Once on each of your subsequent turns, the Swarm may move 1 and attack. This attack does 2 damage and targets all Enemies in the same area as the Insect Swarm. Each Enemy that takes damage from this attack gains the Slowed condition.

Matajam · Level 4

Spirit Transfer
Spend an Inspiration gem. Place your Hero in the same area as your Nalam.

Multi-Shot (Ranger)
Spend an Inspiration gem. Make a ranged attack using 1 , then another using 1 , and then another using 1 .

Jinx (Shaman)
Spend an Inspiration gem. Mark a non-Elite Enemy in line of sight within range 4 with the Jinx token, Jinx symbol side up. The marked Enemy gains the Dominated condition for as long as it is marked.
At the start of your next turn, flip the Jinx token to its Matajam symbol side. At the start of your next turn after that, this effect ends. This effect also ends if the marked Enemy is defeated.
When this effect ends, take back the Jinx token.

Matajam · Level 5

Hypnotic Gaze
Spend 3 stamina. Choose a non-Elite Enemy in the same area as your Nalam. The chosen Enemy gains the Stunned condition.

Slashing Blades (Ranger)
Spend 3 stamina. Make a melee attack using 3 . Your Hero recovers an amount of spent stamina equal to any Overkill damage this attack does.

Elemental Surge (Shaman)
Spend 3 stamina. Roll a magic attack using 2 . This attack targets one Enemy in each of the first 3 areas in a straight line of sight from your area. Each Enemy that takes damage from this attack gains the Bleeding condition.

Torrax · Level 1

Raging Smash
Make a melee attack using 2 .

Colossal Crush
Spend 1 stamina. Make a melee attack using 3 .

Boulder
Spend 1 stamina. Make a range 3 magic attack using 2 .

Torrax · Level 2

Telekinesis
Move an item in line of sight within range 3 to another area in line of sight within range 3. If the item is being carried by a Hero, they must agree to the item being moved. If there is a Hero in the area the item is moved to, you may give the item to that Hero.

Grapple (Guardian)
Spend 1 stamina. Pull·2 an Enemy within range 2 and make a melee attack using 2 against them.

Earth Bolt (Geomancer)
Spend 3 stamina. Roll a magic attack using 2 . This attack targets up to one Enemy in each of the first 3 areas in a straight line of sight from your area. Each Enemy that takes damage from this attack gains the Slowed condition.

Torrax · Level 3

Reconstruction
A passive action. If there are 2 stamina locked on this action, once on each of your turns, you may heal 1 of your damage.

Battle Stance (Guardian)
A passive action. If there is 1 stamina locked on this action, you have Riposte 2 against all melee attacks within range 1.

Energy Absorption (Geomancer)
A passive action. When you lock 1 stamina on this action, mark your Hero or another Ally in line of sight within range 2 with the Energy Absorption token. The marked Ally may recover 2 spent stamina after each time they are attacked.

Torrax · Level 4

Stone Form
Spend an Inspiration gem. Place the Stone Form token Stone Form symbol side up in the same area as your Hero. You now take up 2 capacity in that area. If that area is now above its maximum capacity, Push·1 one normal sized figure in that area if possible.

If your Hero is in an area with a maximum capacity of 1 or 2, no Ally or Enemy may move into that area.

Discard any conditions on your Hero. You do not take a turn and may not do anything during any other Ally or Enemy's turn. You may not be affected by any attack, condition, or other effect.

At the start of the next round, flip the Stone Form token to its Torrax symbol side.

At the start of the next round after that, choose an action as normal. At the start of that turn, this effect ends. You may end this effect early, at the start of any Ally or Enemy turn (including your own).

When this effect ends, take back the Stone Form token and recover 5 stamina.

Pulverizing Blow (Guardian)
Spend an Inspiration gem. Make a melee attack using 5 . Each rolled may be used as 2 successes instead of its normal effect.

Earthquake (Geomancer)
Spend an Inspiration gem. Make an area 1 magic attack using 2 . Each Enemy that takes damage from this attack gains the Stunned condition.

Torrax · Level 5

Ferocious Swing
Spend 3 stamina. Roll a melee attack using 4 . This attack has range 1 and Cleave.

Repelling Strike (Guardian)
Spend 2 stamina. Make a melee attack using 3 . This attack has Push·2.

Stone Barrage (Geomancer)
Spend 3 stamina. Roll a magic attack using 3 . This attack targets all Enemies in 2 adjacent areas in line of sight within range 3.

Venia · Level 1

Shadow Strike
Make a melee attack using 2 .

Void Bolt
Spend 1 stamina. Make a range 3 magic attack using 2 .

Precise Shot
Make a melee or ranged attack using 2 .

Venia · Level 2

Bounding Charge
Spend 2 stamina. Make a melee attack using 2 . You may Jump 2, either before or after this attack.

Backstab (Assassin)
Spend 2 stamina. Make a melee attack using 4 . You may only target an Enemy with this attack if they are in an area that contains another Ally or a Pet.

Shadow Tentacles (Witch)
Spend 3 stamina. Make an area 1 magic attack using 2 .

Venia · Level 3

Shadow Form
A passive action. When you lock 1 stamina on this action, gain the Invisible condition. If you lose the Invisible condition, this passive action ends. If this passive action ends, you lose the Invisible condition.

Lacerate (Assassin)
A passive action. If there is 1 stamina locked on this action, each Enemy that takes damage from one of your melee attacks gains the Bleeding condition.

Curse of Aox (Witch)
A passive action. When you lock 2 stamina on this action, mark an Enemy in line of sight within range 3 with the Curse of Aox token. Once on each of your turns, you may Drain 2 the marked Enemy. If the marked Enemy is defeated, this passive action ends.

Venia · Level 4

Venomous Jab
Spend an Inspiration gem. Make a melee attack using 2 . Double the effect of any poison used during this attack.

Assassinate (Assassin)
Spend an Inspiration gem. Choose a non-Elite Enemy in the same area as your Hero and another Ally or a Pet. The chosen Enemy is defeated.

Witch´s Flight (Witch)
Spend an Inspiration gem. Jump 6 and gain Evade 1 this turn.

Venia · Level 5

Spider Web
Spend 2 stamina. Mark 2 adjacent areas in line of sight within range 4 with a Spider Web token. Each Enemy that moves into either of these 2 areas gains the Slowed condition.

Hamstring (Assassin)
Spend 3 stamina. Make a melee attack using 2 . An Enemy that takes damage from this attack gains the Weakened condition. You may Move 2, either before or after this attack.

Life Transference (Witch)
Your Hero suffers 2 damage. Another Ally in line of sight within range 3 recovers spent stamina and heals damage, in any combination, up to a total of 5.

Zuva'Sai · Level 1

Runic Trajection
Make a range 3 magic attack using 2 .

Runic Blast
Spend 1 stamina. Make a range 2 magic attack using 3 .

Empower
Choose your Hero or another Hero within range 3. Roll 3 . The chosen Hero recovers an amount of spent stamina equal to the number of successes rolled.

Zuva'Sai · Level 2

Bold Strike
Spend 1 stamina. Make a melee attack using 2 . This attack gets +1 success.

Aquatic Jolt (Hydromancer)
Spend 3 stamina. Roll a magic attack using 3 . This attack targets one Enemy in each of the first 3 areas in a straight line of sight from your area.

Domination (Telepath)
Spend 3 stamina. Choose a non-Elite Enemy in line of sight within range 3. The chosen Enemy gains the Dominated condition.

Zuva'Sai · Level 3

Eye of Serupod
A passive action. When you lock 2 stamina on this action, summon the Eye of Serupod token in line of sight within range 1. Once on each of your subsequent turns, the Eye may move 2.
Search: The Eye reveals Story cards and triggers compulsory effects on them as a Non-Hero Ally does, but it may not interact with them in any other way.
Channel: When performing any action that has a ranged effect, you may perform that action as if your Hero is in the same area as the Eye, but doing so ends this passive action.

Rippling Image (Hydromancer)
A passive action. When you lock 2 stamina on this action, summon the Rippling Image token in line of sight within range 1. The Image has a taunt value of 10 and may be targeted by Enemies. If an Enemy attacks the Image, this passive action ends.

Psychic Link (Telepath)
A passive action. When you lock 1 stamina on this action, mark another Hero with the Psychic Link token. Once on each of the marked Hero's turns, they may recover 1 spent stamina.

Zuva'Sai · Level 4

Cyclone
Spend an Inspiration gem. Push·3 all Enemies in line of sight within range 3.

Metamorphose (Hydromancer)
Spend an Inspiration gem. Mark a non-Elite Enemy in line of sight within range 3 with the Metamorphose token, Metamorphose symbol side up. The marked Enemy does not take a turn and moving out of its area does not provoke.
At the start of your next turn, flip the Metamorphose token to its Zuva'Sai symbol side. At the start of your next turn after that, this effect ends. This effect also ends if the marked Enemy is defeated.

Mind Blast (Telepath)
Spend an Inspiration gem. Make a range 6 magic attack using 3 . An Enemy that takes damage from this attack gains the Stunned condition.

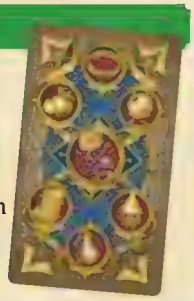
Zuva'Sai · Level 5

Runic Dispersion
Spend 4 stamina. Make a range 3 magic attack using 2 , and then another using 2 .

Shimmering Surge (Hydromancer)
Spend 3 stamina. Make a range 3 magic attack using 1 An Enemy that takes damage from this attack gains the Confused condition.

Wave of Apathy (Telepath)
Spend 2 stamina. All Enemies in line of sight in area 1 gain the Weakened condition.

Professions



There are 7 professions your Hero may choose from. Each profession may only be learned by one Hero, and each Hero may only learn one profession.

Each profession has 5 basic talents you may learn if you learn that profession. You automatically learn the topmost basic talent when you learn the profession. To learn one of the other 4 basic talent costs 1 City Activity point.

In addition, each profession has one master talent you may learn if you have learned all 5 basic talents. The master talents are shown on the Master Talent cards which may be purchased from various services in Runedale from level 3 onwards.

Alchemy

Herbalism: The "Herbalism" phrase may allow you to choose a special option or give you a bonus on an ability check.

Gather Herbs: Spend a to gain a Voidbloom, Blightcap, Star Lotus, Togsbane, or Wormweed token. See Herbs on p. 53.

Ability Elixirs: Discard a Voidbloom token to gain Item card 036 "Togrel's Brawn Elixir", Item card 037 "Vespir's Grace Elixir", or Item card 038 "Ophira's Mind Elixir".

Potions of Recovery: Discard a Blightcap token and spend 1 to gain Item card 031 "Potion of Stamina" or discard a Star Lotus token and spend 1 to gain Item card 032 "Potion of Healing"

Elixirs of Mobility: Discard a Togsbane token and spend 1 to gain Item card 034 "Luawa's Leap Elixir" or discard a Wormweed token and spend 1 to gain Item card 035 "Fleetfoot Elixir".

Master Talent

Draught of Veils: Discard a Ghost Lichen token and spend 1 to gain Item card 039 "Draught of Veils".

Enchanting

Transmute: Discard an Elemental Jade token to gain 2 Nature Essence tokens, an Agura Crystal token to gain 2 Magic Essence tokens, a Runic Quartz token to gain 2 Life Essence tokens, or a Blood Crystal token to gain a Death Essence token.

Extract Essence: Spend a and a stamina to gain a Magic Essence token or a Nature Essence token, or spend a and 2 stamina to gain a Life Essence token or a Death Essence token.

Magic Arrows: Discard a Magic Essence token and spend a stamina to gain any combination of 3 Item cards from Item cards 060 "Keeneye Arrow" and 061 "Corrosive Arrow".

Elemental Arrows: Discard a Nature Essence token and spend a stamina to gain any combination of 2 Item cards from Item cards 062 "Flame Arrow" and 063 "Frost Arrow".

Enchanted Devices: Spend 1 and a stamina to gain Item card 051 "Prismatic Jewel" or discard a Spark token to gain Item card 049 "Cube of Teleportation".

Master Talent

Cube of Annihilation: Discard a Spark token and spend 2 stamina to gain Item card 050 "Cube of Annihilation".

Inscription

Silk Trader: You may spend 3 to gain a Silk token.

Embroidery: Spend a and discard a Silk token to gain an Embroidered Silk token, or spend a and discard an Embroidered Silk token to gain an Enchanted Silk token.

Two Minor Scrolls: Discard a Silk token to gain any combination of 2 Item cards from Item card 040 "Scroll of Telekinesis", Item card 041 "Scroll of Minor Heal", and Item card 042 "Scroll of Lethargy".

Scrolls of Recovery: Discard a Silk token and spend 1 to gain Item card 043 "Scroll of Stamina" or discard a Silk token and spend 2 to gain Item card 044 "Scroll of Healing".

Major Scrolls: Discard an Embroidered Silk token to gain Item card 045 "Scroll of Banishment" or discard an Embroidered Silk token and spend 3 to gain Item card 046 "Scroll of Major Heal".

Master Talent

Scroll of Resurrection: Discard an Enchanted Silk token and spend 3 to gain Item card 048 "Scroll of Resurrection".

Pet Training

Beast Friendship: You may use 2 pet Item cards at a time.

Pet Circus: Spend a and roll 2 . Count each as 2 successes and reroll if you roll a as normal.

» Gain equal to the successes you roll, to a maximum of 5.

Train Common Pets: Spend a stamina to flip any Hero's Gric, Luawa, or Ophira pet Item card to its trained side until the start of the next City step.

Train Exotic Pets: Spend 2 stamina to flip any Hero's pet Item card to its trained side until the start of the next City step, except for Gric, Luawa, Ophira, Nalam, or Nazag.

Combat Training: Spend a to give each of your Hero's pets that have a figure +1 and +1 until the start of the next City step.

Master Talent

Jade Figurine: Discard an Elemental Jade token and spend 2 stamina to gain Item card 052 "Jade Figurine".

Runesmithing

Mining: The "Mining" phrase may allow you to choose a special option or give you a bonus an an ability check.

Smelting: Spend a and discard a Lanium Ore token to gain a Lanium Bar token and a Scrap Metal token, or spend a and discard a Moonsilver Ore token to gain a Moonsilver Bar token and a Scrap Metal token.

Rune Talents

You must have a weapon, armor, or shield to attach the rune to. See Common Weapon Effects on p. 44 and Common Armor and Shield Effects on p. 45.

Weapon Runes: Discard a Lanium Bar token to gain Item card 054 "Rune of the Snake" or Item card 055 "Rune of the Beast". Also gain a Scrap Metal token.

Armor Runes: Discard a Lanium Bar token to gain Item card 057 "Rune of the Tree" or Item card 058 "Rune of the Moons". Also gain a Scrap Metal token.

Runic Devices: Spend a and a stamina to gain a Runic Bone token or spend a and a Scrap Metal token to gain a Spark token.

Master Talent

Rune of the Spider: Discard a Moonsilver Bar token to gain Item card 056 "Rune of the Spider" and a Scrap Metal token..

Streetwise

Hideout: The Pit: You have a hideout at city location The Pit. See Hideouts on p. 41.

Pickpocket: Spend a and roll 2 . Add up the successes you roll counting each as 2 successes and rerolling when you roll a as normal.

» If you roll fewer that 5 successes, gain equal to the successes you roll. If you roll 5 or more successes, gain 0 .

» If you have with either The Sable Crown or The Shroud, you may choose whether or not to reroll when you roll a .

Haggle: Once per City step, choose a service and spend a . Each item you purchase from that service during this City step costs 1 fewer , up to a maximum number of items equal to your level.

Burglary: The "Lock picking" and "Disarm traps" phrases may allow you to choose a special option or give you a bonus an an ability check. Also, see Trap Tokens on p. 26.

Perception: Reveal Story cards at 1 range further except for range 0 Story Points. You must have line of sight to the area containing the Story Point.

Master Talent

True Mercenary: You may hire a Henchman at half its normal cost. See The Ravenous Guivren Hire Henchman service.

Toxicology

Refined Bonesmoke: Spend a stamina to gain an Achievement gem. You may may not gain another Achievement gem from smoking bonesmoke (refined or otherwise) during this City step.

Gather Toxins: Spend a to gain a Bile token or a Snakeroot token.

Refined Poisons: Discard a Snakeroot token to gain Item card 065 "Snakeroot Sap" or discard a Bile token to gain Item card 066 "Benaethid Bane".

Nazag Talents

You must have Item card 071 "Nazag" to use these talents.

Nazag Venom: Once per City step, spend a to gain Item card 067 "Nazag Venom".

Train Nazag: Spend 2 stamina to flip Item card 071 "Nazag" to its trained side until the start of the next City step.

Master Talent

Void Extract: Discard a Death Essence token to gain Item card 068 "Void Extract".

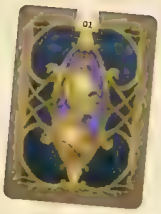
Non-Hero Allies

Henchmen

From level 2 onwards you may hire up to one Henchman in each City phase. The Henchman is used in the next non-Arena scenario you play. Use the red Ally standee to represent the Henchman.

After the scenario, read the relevant entry in the story book shown in the Hire Henchman service, depending on whether the Henchman was exhausted or not. If the Henchman was exhausted, they are removed from play and may not be hired again. If the Henchman was not exhausted, they may gain experience.

Summoned Allies



Some effects allow you to summon an Ally. The party may only have one summoned Ally at a time.

Scenario Specific Allies

Some effects in a scenario give you an Ally for the remainder of that scenario.

Ally Effects

Fly	The Ally has Fly (see Fly on p. 16).
» 0	The Ally may spend a maneuver to give one Enemy in the same area the Weakened condition.
+1	Each the Ally rolls on a counts as 1 shield.
» +1	The Ally may spend a maneuver to increase the damage of the attack they perform this turn by 1.
» Empower +2	The Ally may spend a maneuver to increase the stamina restored by its Empower action this turn by 1.
Once per Scenario 1 2 +	Once per scenario, the Ally may perform an attack that cause 2 damage to each Enemy within range 1. Any Enemies that suffer damage gain the Stunned condition. This does not use either an action or a maneuver.
Cannot be defeated	The Ally still suffers damage, but that damage does not need to be tracked and the Ally cannot be exhausted.
≤ 4: +1	While the Ally has fewer health than shown. increase the damage of any attack they perform by 1.
1 **Riposte·1**	Each time the Ally rolls on a against an Enemy attack, if that Enemy is within range 1 they suffer 1 damage.
» 2 **Remove Condition**	The Ally may spend a maneuver to remove one condition from any one Ally in line of sight within range 2.
Reroll	Each time the Ally rolls on a , they may reroll that die.
Ignore Hindered	The Ally is never Hindered (see Being Hindered on p. 23).
Evade·1	The Ally has Evade 1 each turn (see Evade on p. 28).

Enemies

Enemy Effects

No turn	The Enemy does nothing during its turn.
An attack	Perform this attack (see Enemy Attacks on p. 19)
Spawn ...	Spawn the Enemy shown (see Spawning an Enemy on p. 21).
	Perform the Enemy's snake special ability.
/ / **Effect name**	Perform the effect shown on the Staring Eye, Open Eye, or Closed Eye action.
Fly	The Enemy may move as though it had Fly this turn (see Fly on p. 19).
Teleport X	Teleport the amount shown (see Teleport on p. 29).
Self: X	The Enemy suffers the damage shown.
	Heal the Enemy by the amount shown.
+X	Increase the move of the Enemy by the amount shown.
+X	Increase the range of the Enemy's ranged or magic attack by the amount shown.
+X	Increase the area of the Enemy's attack by the amount shown.
+1 / **+1**	Increase the damage or stamina loss of the Enemy's attack by the amount shown.
	Add the condition to the Enemy's attack. Each attacked Ally gains that condition if they take any amount of damage or stamina loss from the attack.
Target X	Attack other Allies if possible, up to a maximum of X Allies. No Ally may be attacked more than once.
+ Drain	Heal the Enemy by the total damage that attacked Ally's take from the attack.
Pull·X	Pull each attacked Ally by the amount shown (see Pull on p. 28).
Push·X	Push each attacked Ally by the amount shown (see Push on p. 29).
Story card letter / symbol +	Place the depicted token on the corresponding Story card.

Hideouts

Your Hero may gain a hideout. If they do, during the City step you may place your Action Selection marker on the corresponding location on the city map to avoid the Disturbed Sleep penalty.

You may also stash an item or 10 Stars in the hideout. See Stashing Items and Stars on p. 9.

Items

Item Cards

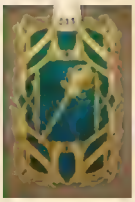
On the back of each Item card is a number and an image. The number is used to uniquely identify the Item card, while the image shows what type of item it is.

Tool

Many tools may be used as a weapon

Melee Weapon

Ranged Weapon



Wand or Staff

Armor

Shield

Backpack

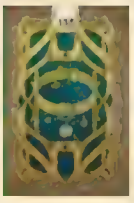
Potion

Scroll

Rune

Arrow

Poison



Pet

Note: Most Pet cards do not show this card back. Instead they show the trained version of the pet.

Robe

Book

Miscellaneous

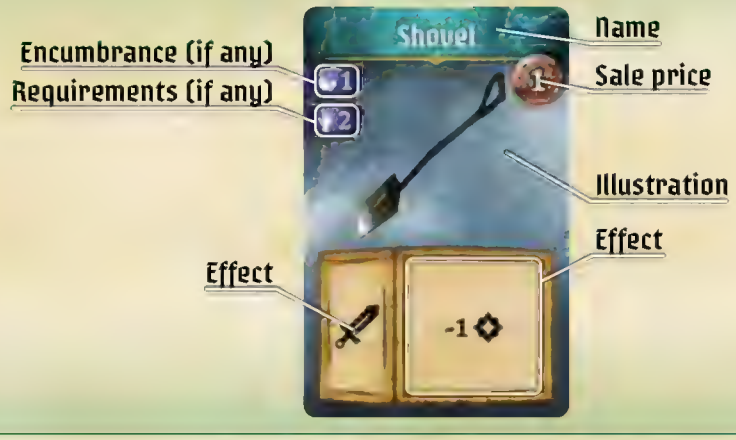
Rare Item cards
The back of a rare Item card is highlighted with glinting stars, and planets, and the illustration on the front has a violet background.

The back of a rare weapon Item card:

Example: *Rare Item cards are more difficult to come by, and most are not available to buy.*

Item Card Descriptions

Layout of an Item card



Item Card Limits
You may only use a maximum of 1 helmet (an armor with "Helmet" or "Helm" in its name), 1 non-helmet armor or robe, 1 backpack, and 1 pet Item card at a time. Other types of items are not limited in this way. You may take others with you during a scenario. If you do, place them underneath the item of the same type that you are using with just their name and encumbrance showing.

If you wish to start using one of these items, spend a maneuver and place the item you now wish to use above the item you are no longer using, arranging them in a similar manner as before. If the item requires stamina to be locked on it to use, you must do so immediately. See Locking Stamina on p. 28.

If you are using an item of one of these types and you gain another during a scenario, place the new item underneath the item you are using in a similar manner to before. You may start using this new item by spending a maneuver as above.

Heavy Armor
Heavy Armor is any Armor Item card that requires stamina to be locked on it to use.

Item Requirements
Some Item cards have requirements (shown on the left hand side) that must be met in order for your Hero to be able to use them.

The item must be an active item. The number after the hand symbol shows how many hands the item requires.

The item must have stamina locked on it (see Locking Stamina on p. 28).

Your Hero must have at least the value shown in the given ability.

Item Effects
If one or more effects are separated by a comma, apply all of those effects. If one or more effects are separated by a horizontal line, choose one of those effects.

The following tables explain the various Item card effects.

Common Item Card Effects

:	You must discard the item to use it.
	You must spend a maneuver to use the item.
0-1 / 1-2	The range the effect may be used at.
2	For effects that affect Allies, apply the effect to all Allies within range of the Hero using the item. For effects that affect Enemies (such as attacks), apply the effect to all Enemies within range of a chosen area. If no range is given, the chosen area is the one containing your Hero.
Illegal	The item is illegal (see Illegal Items on p. 10).
Lock picking / Light / Herbalism	These phrases may allow you to choose a special option or give you a bonus an an ability check.
+2	Gain a number of extra successes on an attack or effect.
: 2	Roll the extra number of shown.
+ 2	Roll the extra number of shown.
+2	Increase your encumbrance limit by the amount shown.
: 5	Restore the amount of spent stamina shown.
: 5	Heal the amount of damage shown.
: / 8	Restore spent stamina and Heal damage in any combination up to the total amount shown.
Remove Wounded	Remove wounded status from a Hero (see Removing Wounded Status on p. 22).
Remove Exhausted	Remove exhausted status from a Hero (see Removing Exhausted Status on p. 22).
Jump·2	Jump the amount shown (see Jump on p. 28).
Evade·2	Gain the amount of Evade shown this turn (see Evade on p. 28).
+2 / +2 / +2	Increase the relevant ability level by 2 until the end of this round. If used during the City or Journey step, increase the relevant ability level by 2 for one active or reactive ability check.
Defeat (Aox) (Non-Elite)	An effect may show one or more qualifiers in brackets according to the type of Enemy it can affect. For example: "(Aox)" means it only affects Aox Enemies, and "(Non-Elite)" means it does not affect Elite Enemies.
Once / Twice per scenario	The effect may be used the stated number of times during each scenario. Each time you use the effect, place a Cross marker on the Item card to remind you. Remove the Cross marker at the end of the scenario.
+2 +1	The symbol side of an Action or Reaction die surrounded in a dark box signifies you may use each die showing that symbol for a special effect. If you do, you may not use the die for any other purpose, such as spending up to 2 stamina to gain successes.

Common Weapon Effects

	May be used as a melee attack weapon.
	May be used as a ranged attack weapon.
	May be used as a magic attack weapon.
-1 ◇ /+2 ◇	Modifies the number of successes rolled in the attack, i.e. the amount of damage the attack causes.
0-1 / 1-2	Ranged attack weapons and some melee attack weapons have a minimum and maximum range they may be used at.
	The weapon may have one weapon rune card attached to it for each rune icon shown. The weapon rune cards show this icon in their leftmost effect box.
	One arrow card may be used when you attack with the weapon. The arrow cards show this icon in their leftmost effect box.
	One poison card or token may be used when you attack with the weapon. The poison cards show this icon in their leftmost effect box. See Item Token Descriptions on p. 52 for a description of each poison token.
	One Item token showing the gem slot icon may be placed on the weapon for each gem slot icon shown. See Item Token Descriptions on p. 52. You may either place an Item token onto the weapon during scenario setup, or during a scenario. To place an Item token onto the weapon during a scenario you must spend a maneuver. Place the Item token effect side up. The effect of the Item token lasts until the end of the scenario. At the end of the scenario, discard the Item token. You may place an Item token onto a weapon that already has its maximum number of tokens on it. If you do, discard one of the tokens on it.

Weapon Runes, Arrows, and Poisons

You may never have an unattached weapon rune card. Place each weapon rune card overlapping the weapon card it is attached to. When you store your items in your Hero board, ensure each weapon rune card is stored directly above the weapon card it is attached to. A weapon rune card may not be sold, but may be discarded at any time for no effect.

Remember: Unless otherwise specified, if the weapon rune, poison, or arrow is discarded when it is used you must discard it before you roll the for your attack to gain its benefit.

054 Rune of the Snake	Discard at the start of the Ally and Enemy Turns phase to take your turn first this round. See Special Initiatives on p. 28.
055 Rune of the Beast	Discard to allow each you roll during your attack to be used to add 2 successes to your roll. You may not spend stamina to increase this further.
056 Rune of the Spider	The weapon this is attached to has Pierce 1. See Pierce on p. 28. Discard to roll 2 extra during your attack. You still get Pierce 1 on this attack.
060 Keeneye Arrow	Discard to increase the maximum range of your ranged attack by 2 and gain 1 extra success on that attack.
061 Corrosive Arrow	Discard to gain 2 extra successes on your ranged attack. An Enemy that takes damage from this attack gains the Bleeding condition.
062 Flame Arrow	Discard to make your ranged attack an area 0 attack and roll 1 extra . See Area Attacks on p. 31.
063 Frost Arrow	Discard to make a non-Elite Enemy gain the Stunned condition if they take damage from your ranged attack.
064 Heartseeker Arrow	Discard to defeat a non-Elite Enemy targeted by your ranged attack.
065 Snakeroot Sap	Discard to gain 3 extra successes on your attack.
066 Benaethid Bane	Discard to gain 2 extra successes on your attack. An Enemy that takes damage from this attack gains the Weakened condition.
067 Nazag Venom	Discard to make a non-Elite Enemy gain the Stunned condition if they take damage from your attack.
068 Void Extract	Discard to defeat a non-Elite Enemy targeted by your attack.

Common Armor and Shield Effects

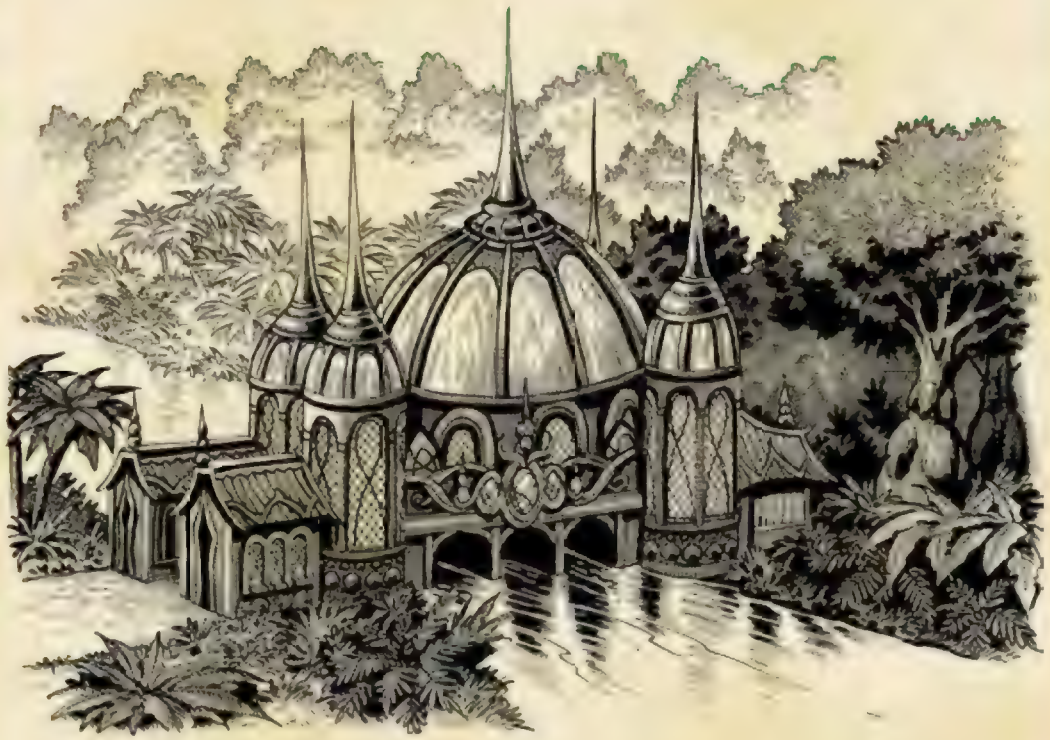
+1 +1	Each you roll during a reactive ability check for the ability shown may be used to add the amount of shown to the roll.
+1 +1 : +3	Add the amount of shown to each reactive ability check you roll for the ability or abilities shown. If the item must be discarded for the effect (such as Wooden Shield), you must decide if you are using it before you roll your reactive ability check.
Reroll	Each you roll during a reactive ability check for the ability shown may be used to reroll that die.
	The armor or shield may have one armor and shield rune card attached to it for each Rune shown. The armor and shield rune cards show this icon in their leftmost effect box.

Armor and Shield Runes

You may never have an unattached armor and shield rune card. Place each armor and shield rune card overlapping the armor or shield card it is attached to. When you store your items in your Hero board, ensure each armor and shield rune card is stored directly above the armor or shield card it is attached to. An armor and shield rune card may not be sold, but may be discarded at any time for no effect.

Remember: Unless otherwise specified, if the armor rune is discarded when it is used you must discard it before you roll the to gain its benefit.

057 Rune of the Tree	Discard before you roll your Reactive check to prevent all damage from an Enemy attack.
058 Rune of the Moons	Discard to gain Revenge against an Enemy attack. See Revenge on p. 29.
059 Rune of the Star	Each time you take no damage or stamina loss from an Enemy attack, gain the Blessed condition. Discard before you roll your Reactive check to roll 2 extra against an Enemy attack. If you take no damage or stamina loss from this attack, gain the Blessed condition.



Pets

Some pets have a figure (a miniature or standee) that may be placed on the scenario map. If the pet figure is not on the scenario map, you may place it in the same area as your Hero at any time on your turn.

The pet may move the amount shown on its Pet card once during each of your turns, including during the turn you place it.

The pet does not count as an Ally and may not be affected by any effects or targeted by any Enemy attacks. The pet takes up no capacity in an area and and so may move into and remain in an area already at Maximum Capacity. A pet reveals Story cards as if it were an Ally.

You may not choose to start using a different pet if your pet figure is on the scenario map.

At any time on your turn, if your pet figure is in the same area as your Hero, you may remove it from the scenario map.

069 Gric	Provides the Herbalism phrase. **Trained:** Once per scenario, gain a small circular Herb token from the stock.
070 Luawa	You may place the Luawa standee on the map. See above. **Trained:** Each Enemy moving out of the area containing the standee suffers 1 damage.
071 Nazag	A poison. Once per scenario, make a non-Elite Enemy gain the Stunned condition if they take damage from your attack. **Trained:** Use the ability twice per scenario.
072 Ophira	Each you roll during an active ability check or attack may be used to reroll that die. **Trained:** In addition, you may use each +1 you roll during an reactive ability check to reroll that die.
073 Aiunin	If you performed a magic attack this turn, restore 1 extra spent stamina when you perform a Recover maneuver to restore spent stamina this turn. **Trained:** In addition, if you performed a magic attack this turn, you may heal 1 extra damage when you perform a Recover maneuver to heal damage this turn.

Additional Item Descriptions and Clarifications

003 Pickaxe	Does not count as an axe.
006 Hook & Rope	May be used as either a melee attack weapon that can attack up to range 1 or a ranged attack weapon that can attack from range 1-2. In either case, subtract 1 success from your attack roll. Climb May be used to climb with. **A Hero with a Hook and Rope who is in the higher of two areas separated by a double white line showing a height symbol may:**<br» Discard the Hook & Rope » Place a Hook & Rope token on that double white line. **A Hero with a Hook and Rope who is in the lower of two areas separated by a double white line showing a height symbol may:**<br» 5 **Success:** Discard the Hook & Rope » Place a Hook & Rope token on that double white line. **Fail:** You may spend another maneuver to try again this turn. **A Hero in an area with a Hook & Rope token on one of it's borders may spend 1 movement point to:** 4 **Success:** Move into the area on the other side of that border. **Fail:** You may spend another movement point to try again this turn. **A Hero in an area with a Hook & Rope token on one of it's borders may discard the Hook & Rope token to gain Item card 006 Hook & Rope.**

Hook & Rope token

012 Spear	May be used as a melee attack weapon that can attack up to range 1.
021 Buckler	If you are attacked by an Enemy within range 1 and you take no damage from that attack, that Enemy suffers 1 damage.
035 Fleetfoot Elixir	Discard to Move 4.
039 Draught of Veils	Discard to gain the Invisible condition (see p. 55).

040 Scroll of Telekinesis	Spend a maneuver. Discard to move an item within range 4 to another area within range 4. If the item is being carried by a Hero, they must agree to the item being moved. If there is a Hero in the area the item is moved to, you may give the item to that Hero.
042 Scroll of Lethargy	Spend a maneuver. Discard to make an Enemy within range 1-3 who has not already had their turn this round to take their turn last this round. Place the "Last" Special Initiative token next to the Enemy's Health Counter die to remind you.
045 Scroll of Banishment	Spend a maneuver. Discard to defeat an Aox, non-Elite Enemy within range 0-2.
047 Scroll of Summoning	Spend a maneuver. Discard to summon the appropriate Summoned Ally at range 0. See Summoned Allies on p. 40.
049 Cube of Teleportation	Discard to Teleport 5. See Teleport on p. 29.
050 Cube of Annihilation	Spend a maneuver. Discard to make an area 1 magic attack using 3 . Each you roll may be used to add 2 successes to your roll. You may not spend stamina to increase this further.
051 Prismatic Jewel	Discard to gain an extra maneuver this turn.
052 Jade Figurine	Spend a maneuver. Discard to summon a Togrel at range 0-1. See Summoned Allies on p. 40.
053 Obsidian Figurine	Spend a maneuver. Discard to summon a Vespir at range 0-1. See Summoned Allies on p. 40.
074 Chest of Relocation	Always bought and sold as a pair. Spend a maneuver to teleport an encumbrance 0 item to the Hero with the other Chest of Relocation.

! Attention !

We recommend you do not read the descriptions of the Item cards below until you have that Item card, so as not to spoil any surprises.

075 Aox Scimitar	Spend 1 stamina each time you perform a melee attack with this weapon. Gain 2 extra successes on this attack.
076 Glacial Fang	Gain 2 extra successes on your melee attack. For each you roll, a non-Elite Enemy that takes damage from your attack gains the Stunned condition.
077 Runeblade	Gain 2 extra successes on your melee attack. For each weapon rune you discard during your attack, roll a . If you roll , do not discard the weapon rune. You may not use the same weapon rune more than once during the same attack.
078 Voidrender	Gain 2 extra successes on your melee attack. For each Enemy you defeat during this attack, restore 1 spent stamina.
079 Verdant Stinger	Gain 1 extra success on your melee attack. For each you roll, an Enemy that takes damage from your attack gains the Bleeding condition.
080 Quothian Dirk	Get Pierce 1 on your melee attack. See Pierce on p. 28. You may spend up to 3 stamina instead of 2 for each you roll to gain an equal number of successes.
081 Tear of Eti	Get Pierce 1 on your melee attack. See Pierce on p. 28. You may spend 3 stamina at the start of the Ally and Enemy Turns phase to take your turn first this round. See Special Initiatives on p. 28.
082 Ceremonial Spear	May be used as a melee attack weapon that can attack up to range 1. Gain 1 extra success and Pierce 1 on your melee attack. See Pierce on p. 28.

083 Compendium Aoxa	You may discard a Blood Crystal token to roll 2 extra during your magic attack. For each you roll during this attack you may suffer 1 damage to gain 2 successes instead of spending 2 stamina.
084 Moonsilver Cane	Gain 1 extra success on your magic attack. You may spend 5 stamina after your attack to gain the Invisible condition.
085 Staff of Ata Cahay	Increase the range of your magic attack by 1. Gain 2 extra successes on your magic attack.
086 Vyrgon´s Crook	Gain 2 extra successes on your magic attack. This magic attack costs 1 fewer stamina.
087 Wand of Beasts	Gain 1 extra success and Pierce 1 on your magic attack. See Pierce on p. 28. For each you roll during this attack, a Beast Enemy that takes damage from the attack gains the Dominated condition.
088 Wand of Geomancy	Gain 1 extra success on your magic attack. For each Enemy that takes damage from this attack you may spend 1 stamina to give that Enemy the Slowed condition.
089 Wyldkin Wand	Increase the range of your magic attack by 1. Roll 1 extra during this attack. You gain the Cursed condition.
090 Elakira's Sliver	Gain 1 extra success on your magic attack. If you used a level 2 Magic attack, it costs 1 fewer stamina.
091 Nafabi Longbow	Gain 1 extra success and Pierce 1 on your ranged attack. See Pierce on p. 28. If you discard an arrow during your attack, roll a . If you roll , do not discard the arrow.
092 Longbow of Grenak	Gain 2 extra successes on your ranged attack.
093 Keepers' Robe	Add 1 to each reactive ability check you roll against a magic attack from an Aox Enemy. Each you roll during a will reactive ability check may be used to add 1 to the roll.
094 Dark Abbot´s Robe	Each you roll during a will reactive ability check may be used to add 1 to the roll. If you have 4 or more Stamina chips that are wound side up, gain 1 extra success on your magic attack.
095 Golemsteel Plate	You are never Hindered. See Being Hindered on p. 23. Add 2 to each might reactive ability check you roll.
096 Gorazad´s Cuirass	Add 1 to each might reactive ability check you roll. If you are attacked by an Enemy within range 1 and you take no damage from that attack, that Enemy suffers 1 damage.
097 Scales of Fuoha´Sai	Each you roll during a might or agility reactive ability check may be used to add 1 to the roll. You are immune to the Dominated condition.
098 Saltspray Guard	Add 1 to each reactive ability check you roll against a ranged attack. Add 1 to each agility reactive ability check you roll.
099 Helm of Strongmaw	You are immune to the Slowed condition. Each you roll during a will reactive ability check may be used to add 2 to the roll.
100 Gunbanjar Bag	Increase your encumbrance limit by 7. Once per scenario, gain a small circular Herb token from the stock.

101 Tome of Delion	Spend a maneuver and discard an Agura Crystal token to place a purple Teleporter token, active side up, in the same area as your Hero. Allies may teleport between purple Teleporter tokens. See Teleport tokens on p. 29.
102 Tome of Tiamar	Spend a maneuver and discard a Nature Essence token to remove all conditions from all Allies within range 2 of your Hero.
103 Tome of Selecos	Spend a maneuver and discard a Life Essence token to flip all the Stamina chips of a Hero in the same area as your Hero from their wound side to their stamina side, placing them above their Hero board.
104 Tome of Wolzad	Spend a maneuver and discard a Death Essence token to Drain 3 an Enemy within range 3 of your Hero. See Drain on p. 28.

105 Amulet of Shonosh	You are immune to the Bleeding condition. For each Enemy you defeat, heal 1 damage.
106 Whisper of Aiun	Once per turn you may flip one of your spent Stamina chips from its stamina side to its wound side, placing it to the right of your Hero board, or from its wound side to its stamina side, placing it above your Hero board.
107 Amulet of Power	Spend a maneuver and a stamina to roll an extra during each attack you make this turn.
108 Nether Loop	Add 1 to each reactive ability check you roll against a magic attack. During a magic attack, you may spend up to 3 stamina instead of 2 for each you roll to gain an equal number of successes.
109 Ring of Shifting	You have Evade 1. See Evade on p. 28. You are immune to the Held condition.
110 Pennark Signet	Once per scenario you may gain Mirror against an Enemy attack. See Mirror on p. 28.
111 Ring of Mazurak	Once per scenario, at the start of the Ally and Enemy Turns phase, you may choose to take your turn first this round.
112 Lucky Coin	Once per City step, you may reroll an active or reactive ability check. Once per Scenario step, you may reroll an active or reactive ability check.
113 Geomantic Remaker	The "Lock picking" and "Disarm traps" phrases may allow you to choose a special option or give you a bonus an an ability check. Once per scenario, you may set a trap within range 1. See Setting a Trap on p. 26.
114 Puzzle Box of Mion	Once per turn, you may roll the active will check shown. If the check is a success, you may reveal the top Initiative card and place it on either the top or bottom of the Initiative deck. If you do, you may not use this effect again during this scenario.
115 Golem Cube	Spend a maneuver and choose a non-Elite Construct Enemy within range 2. The chosen Enemy Moves 2 in any direction you wish.
116 Eye of Zoggothu	Spend a maneuver and gain the Weakened condition to have an Enemy within range 1 suffer 5 damage.

117 Archive Notes (Volume 1) **118 Archive Notes (Volume 2)** **119 Archive Notes (Volume 3)**	Allows you to read the archive notes in the Campaign book on the page shown. These help you to understand the contents of the Archive.

120 Withered Hand You may place the Withered hand standee on the map. See Pets on p. 46.
You may spend 3 stamina to make an Enemy in the same area as the standee gain the Weakened condition.
Trained: Each Enemy moving out of the area containing the standee suffers 1 damage. You may spend 2 stamina to make an Enemy in the same area as the standee gain the Weakened condition.

121 Mazog You may place the Mazog standee on the map. See Pets on p. 46.
Each Enemy moving out of the area containing the standee suffers 1 damage. You may spend 1 stamina to make an Enemy in the same area as the standee gain the Bleeding condition.
Trained: Each Enemy moving out of the area containing the standee suffers 2 damage. You may spend 1 stamina to make an Enemy in the same area as the standee gain the Bleeding condition.

Torrax only

122 Maul of Torrax Add 2 successes to your melee attack.

123 Maul of Torrax Add 2 successes to your melee attack.
You are immune to the Held and Slowed conditions.

124 Maul of Xotho Add 3 successes to your melee attack.

Venia only

125 Urskull Once per scenario, roll an extra during your attack. Heal an amount of damage equal to the damage the Enemy takes.

126 Urskull Twice per scenario, roll 2 extra during your attack. Heal an amount of damage equal to the damage the Enemy takes.

Zuva'Sai only

127 Conch of Bekora Once per scenario, Teleport 5. See Teleport on p. 29.

128 Wand of Bekora Add 2 successes to your magic attack.
You may spend 5 stamina to Teleport 5. See Teleport on p. 29.

Lunara only

129 Boon of Aiun Once per scenario, heal 5 damage to an Ally in the same area as your Hero.

130 Bryndelion Shield Add 1 to each reactive agility check you roll.
Add 1 to each reactive ability check you roll against a magic attack.

Drenosh only

131 Gift of Fire Once per scenario, roll 2 extra during your attack.

132 Gift of Fire (Drenosh) Your Agility increases by 1.
Once per scenario, roll 3 extra during your attack.

133 Gift of Fire (Male) Your Might increases by 1.
Once per scenario, roll 3 extra during your attack.

134 Gift of Fire (Female) Your Will increases by 1.
Once per scenario, roll 3 extra during your attack.

Matajam only

135 Nalam You may place the Nalam miniature on the map. See Pets on p. 46. Each Enemy moving out of the area containing the miniature suffers 1 damage.

136 Nalam You may place the Nalam miniature on the map. See Pets on p. 46. Each Enemy moving out of the area containing the miniature suffers 2 damage.

Jonai only

137 Ethereal Crown	Add 1 to each reactive ability check you roll against a magic attack.
138 Breachwalker Crown	Add 1 to each reactive ability check you roll against a magic attack. If you have the Blademaster class, your Might increases by 1. If you have the Blademaster class, your Agility increases by 1.

Orbs

139 Orb of Aiun	You are immune to the Confused condition.
140 Orb of Ferox	You are immune to the Weakened condition.
141 Orb of Agur	You are immune to the Held condition.
142 Orb of Aox	You are immune to the Cursed condition.

Artifacts

143 Wyldkin Band	You are immune to the Cursed condition. You may spend up to 3 stamina instead of 2 for each you roll to gain an equal number of successes.
144 Staff of Phaedra	Add 2 successes to your melee or magic attack. For each Enemy you defeat during this attack, restore 2 spent stamina.
145 Shadow Goggles	Reveal Story cards at 1 range further except for range 0 Story Points. You must have line of sight to the area containing the Story Point. You ignore the Obstructed Aim penalty. Each time you defeat an Enemy, gain the Invisible condition.
146 Rakka´s Wand	Add 1 success and Pierce 1 to your melee or magic attack. See Pierce on p. 28. If you discard a poison during your attack, roll a . If you roll , do not discard the poison.
147 Puzzle Box of Xi-Sai	Once per turn, you may roll the active will check shown. If the check is a success, you may swap location with an Ally and you both restore 5 stamina (a Non-Hero Ally gains no benefit from this). If you do, you may not use this effect again during this scenario.
148 High Celestor's Robes	Add 1 to each reactive will check you roll. Each you roll during a magic attack may be used to reroll that die. Once per City step you may reroll an active or reactive ability check.
149 Goblet of Thaxo	You may discard a Lanium Bar token before you roll a reactive ability check to add 3 to the check. Once per City step, if you have the Transmute talent, you gain 1 more essence of the same type.
150 Figurine of Lanimora	You may discard a Nature Essence token to gain an Inspiration gem. Once per scenario, you may give all Allies within range 2 of your Hero the Blessed condition.
151 Aox Flask	Once per scenario you may discard a Blood Crystal token to attempt to summon a Lumin Ally at range 1. See Summoned Allies on p. 40. Roll a . If you roll , suffer 2 damage. If you roll , the Lumin Ally is not summoned.
152 Aiun Tear	Once per scenario, perform one of the following effects on an Ally within range 3: » Restore spent stamina and Heal damage in any combination up to a total of 10. » Remove wounded status from a Hero. See Removing Wounded Status on p. 22. » Remove exhausted status from a Hero. See Removing Exhausted Status on p. 22.

Item Token Descriptions

Note that some Item tokens have no effect. These may be used by one or more professions or simply sold for Star.

Poisons

Item tokens that are poisons show the poison icon and must be used with a weapon card that also shows that icon. See Common Weapon Effects on p. 44.

Gem Slots

Item tokens that can be slotted into a gem slot show the gem slot icon and must be used with a weapon that also shows that icon. See Common Weapon Effects on p. 44.

Small Circular tokens · Herbs

Blightcap Discard to restore 2 spent stamina.

Snakeroot A poison. Discard to roll 1 extra during your attack.

Star Lotus Discard to heal 2 damage.

Togsbane Discard to get Evade·1 this turn. See Evade on p. 28.

Voidbloom Discard to increase all your ability levels by 1 until the end of this round. If used during the City or Journey step, discard to increase your ability levels by 1 for one active or reactive ability check.

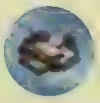
Wormweed Discard to Move 2.

Small Circular tokens · Other

Aox Amulet Discard to add 1 to a reactive ability check.

Bile A poison. Discard to use. One Enemy that takes damage from your attack gains the Weakened condition.

Lanium Ore, Scrap Metal No effect



Triangular tokens · Herbs

Ghost Lichen Discard to remove a condition.

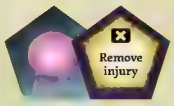
Triangular tokens · Other

Bitajin Amulet, Lanium Bar, Magic Essence, Moonsilver Ore, Nature Essence, Silk — No effect

Pentagonal tokens · Herbs

Gleamroot — Discard to restore spent stamina and Heal damage in any combination up to a total of 5.

Moonegg — Discard to remove an Injury card.



Pentagonal tokens · Other

Blood Crystal — Discard to roll 1 extra during your magic attack.

Runic Bone — Discard to add 3 to a reactive ability check.

Spark — Discard to reroll an active or reactive ability check.

Agura Crystal, Death Essence, Elemental Jade — No effect

Embroidered Silk, Life Essence, Moonsilver Bar

Large Circular tokens

Demon Eye — Discard to give all Enemies within range 1 the Dominated condition.

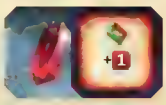
Elemental Gem — Can be slotted into a gem slot. Get 1 extra success on your attacks using the weapon that has this gem slotted into it.

Serupod Sucker — Discard to remove wounded status. See Removing Wounded Status on p. 22.

Enchanted Silk, Runic Quartz — No effect

Octagonal tokens

Blood Ruby



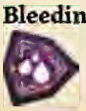
Can be slotted into a gem slot. Roll 1 extra during your attacks that use the weapon that has this gem slotted into it.

Runic Diamond

Can be slotted into a gem slot. Restore spent stamina and Heal damage in any combination up to a the total of 3 each time you defeat an Enemy using the weapon that has this gem slotted into it.

Conditions

Each condition is described below, including when to discard the Condition card or Condition token, as appropriate.

#	Name	Affected Ally:	Affected Enemy:
1	**Invisible**	You may not be targeted by an Enemy attack. You may still be attacked by an area attack targeting another Ally. If you attack or an Enemy is within range 1, discard.	-
2	**Blessed**	After any one roll, you may roll 1 more die and add its result. If you do, discard.	-
3	**Bleeding** 	Suffer 1 damage at the start of each turn. Spend a maneuver to discard.	Suffer 1 damage at the start of each turn. If they did not move during their turn, discard.
4	**Slowed**	Next time you perform a move maneuver / jump, get 1 fewer movement point / jump 1 fewer area and discard.	On their next move, get 1 fewer movement point and discard.
5	**Weakened**	Next time you roll 1 or more , roll 1 fewer die and discard.	On their next attack that causes damage or stamina loss, reduce that attack by 2 and discard.
6	**Held**	You may not perform a move maneuver or a jump. Spend a maneuver to discard.	On their next move, do not move and discard.
7	**Cursed**	Next time your Hero performs an attack action, any stamina you spend during that action (including the Action's cost) is flipped to its wound side. After the attack, discard.	-
8	**Confused**	Next time you perform an action, miss that action and discard.	On their next attack, do not attack and discard.
9	**Stunned**	Next time you would perform an action, miss that action. Next time you would perform a maneuver, miss that maneuver. Once you have missed both, discard.	On their next turn, miss that turn and discard.
10	**Dominated**	At the start of your next turn, the closest other Ally within range 2 suffers 2 damage. Use highest Taunt value to break ties for closest. Another Hero in the same area as the targeted Ally may choose to suffer the damage instead. Once you have missed your action, discard.	The next time the Enemy would perform their attack, they do not attack. Instead, the closest other Enemy of your choice within range 2 suffers 2 damage. Once they have missed their attack, discard.

Injury card back:

Injury cards

Battered -1	Get one fewer success when performing a melee attack.
Injured Eye -1	Get one fewer success when performing a ranged or magic attack.
Pulled Back / Broken Ribs / Cracked Skull -1 -1 -1	Treat your corresponding ability level as being 1 lower.
Winded -1	Get one fewer success when performing an active ability check.
Injured Ankle -1	Get one fewer movement point when you perform a Move maneuver.
Strained Recover: -1	Restore one fewer stamina when you perform a Recover maneuver.
Lacerated Recover: -1	Heal one fewer damage when you perform a Recover maneuver.
Injured Elbow -1	You have one fewer hands for your active items. If necessary, immediately move one of your active items into your backpack area. If this exceeds your encumbrance limit (see p. 16), you must drop items in your area until you are within this limit.
Injured Mouth May not Potion, Elixir, Draught, or Herb items.	You may not use Potion, Elixir, Draught, or Herb items.
Dazed Initiative:	You always take your turn last each round.
Concussion Actions and Story cards: -1	All of your ranged attacks, magic attacks, and other actions with a range have their range reduced by 1. The range you can reveal and interact with Story cards is reduced by 1.
Enfeebled : 0-1	You may only spend 0 or 1 on each you roll.

Trap card back:

Trap cards

There are 6 Trap cards, described below. Each is an area attack.

Name	Each Affected Ally:	Each Affected Enemy:
Arcane Blast	Suffer 5 stamina loss reduced by a reactive Will check. Non-Hero Allies take this stamina loss as damage as normal.	If Non-Elite, gain the Stun condition.
Fire Burst	Suffer 5 damage reduced by a reactive Agility check.	Suffer 3 damage.
Nerve Gas	Roll an active Might check. If you fail, gain the Held condition.	Gain the Held condition.
Poison Needles	Suffer 4 damage reduced by a reactive Agility check. If you take damage, gain the Weakened condition.	Suffer 2 damage and gain the Weakened condition.
Psychic Cage	Roll an active Will check. If you fail, gain the Confused condition.	If Non-Elite, gain the Confused condition.
Razor Blades	Suffer 5 damage reduced by a reactive Might check. If you take damage, gain the Bleeding condition.	Suffer 2 damage and gain the Bleeding condition.

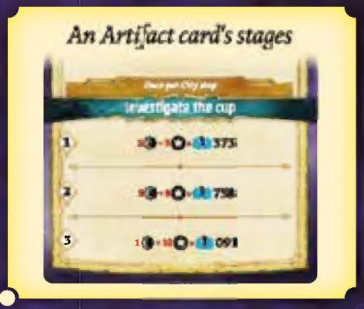
Artifact cards

From level 3 onwards Artifact cards will become available to buy.

Each Artifact card shows several stages, each with a diamond shaped slot on the left hand side. If an Artifact card shows stages with numbered slots, those stages must be completed in order from top to bottom. If an Artifact card shows stages with slots without a number on them, the stages will have requirements which will determine the stage you may attempt to complete.

Each Artifact card may only have one of its stages attempted per City step and each stage is attempted by a single Hero. Each stage will direct you to read an entry in the Story book.

Once a stage has been successfully completed you will be told to place a Progress sticker on the slot. Once you have successfully completed an Artifact card, you will gain the corresponding Item card.



Difficulty Level

You may play each scenario at any difficulty level you like. There are 15 cards in the Initiative deck when playing on Normal difficulty level and 16 when playing on any other difficulty level.

To play on Normal difficulty level, use all of the Initiative cards with blue borders on the front.

Easy

To play on Easy difficulty level, use all of the Initiative cards with blue borders on the front and the Initiative card with a green border on the front.

Hard

To play on Hard difficulty level, use all of the Initiative cards with blue borders on the front and the Initiative card with a red border on the front that shows "Shuffle" (you will now have 2 Initiative cards that shuffle the Initiative deck).

Very Hard

To play on Very Hard difficulty level, use all of the Initiative cards with blue borders on the front except the one that shows "Shuffle", and both of the Initiative cards with a red border on the front.

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Abilities and Checks (p. 6–7)

Abilities | Active & Reactive Ability Checks | Group Check | Progressive Check

Books

Campaign | Scenario | Story

Ally Attacks (p. 16)

Attack | Melee | Ranged | Magic

Enemy card icons (p. 18–21)

Staring Eye | Normal Eye | Narrow Eye | Snake | Horns | Loot | Provoke | Shields

Initiative icons (p. 14, 28)

Fast | Medium | Slow

Ally | First | Fast | Medium | Slow | Last

Hero tokens (p. 31–38)

Drenosh | Jonai | Lunara | Matajam | Torrax | Venia | Zuva'Sai

Item tokens (p. 53)

1 Star size | 3 Star size | 5 Star size | 10 Star size | 20 Star size

Gems (p. 5)

Achievement

Inspiration

Tarot sized cards

Story (p. 24) | Scenario (p. 11) | City Event (p. 5) | World Event (p. 5) | Artifact (p. 56) | Profession (p. 39)

Condition tokens (p. 54)

Bleeding (3) | Blessed (2) | Confused (8) | Cursed (7)

Dominated (10) | Held (6) | Invisible (1) | Slowed (4)

Stunned (9) | Weakened (5)

Standard sized cards

Initiative (p. 14, 56) | Class (p. 29) | Ally (p. 40) | Henchmen (p. 40) | Master Talent (p. 39)

Small sized cards

Condition (p. 54) | Injury (p. 55) | Trap (p. 55) | Fate (p. 23) | Item (p. 41)